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THE NAVAL COMMUNICATIONS PROCESSING
AND ROUTING SYSTEM:
A MODEL FOR MANAGEMENT

Michael Don Barker

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THESIS

THE NAVAL COMMUNICATIONS PROCESSING
AND ROUTING SYSTEM:
A MODEL FOR MANAGEMENT

by

Michael Don Barker

William Robert Lawrence

September 1974

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The Naval Communications Processing
and Routing System:
A Model for Management

by

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The system's development from preconception to present is described herein as well as a description of its hardware and software components. Additionally, the Local Digital Message Exchange (LDMX), is likewise described.

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TABLE OF ABBREVIATIONS

ACC	AUTODIN Communication Controller.
ACS	AUTODIN Control Subsystem.
ADPE	Automatic Data Processing Equipment.
APS	AUTODIN Processing Subsystem.
AUTODIN	Automatic Digital Network, a Defense Communications Agency fully supported digital communications system.
CCM	Multichannel Communications Controller.
CCS	Communications Control Subsystem.
CIS	Communications Interface Subsystem.
COBOL	Common Business Oriented Language; a symbolic programming language designed primarily for business data processing.
CPU	Central Processing Unit. The computer component that includes the primary foreground programs to perform message processing.
DD173	Standard message form suitable for input through and optical character reader.
DPS	Distribution Processing Subsystem.
DXC	Data Exchange Controller. A direct AUTODIN interface.

ECC	Electronic Courier Circuit.
ECS	Executive Control Subsystem.
FIFO	First-in/First Out.
FORTRAN	FORMula TRANslator. A computer language designed primarily to express problems involving numerical computation.
FS	Fallback Subsystem.
GMT	Greenwich Mean Time.
GPSS	General Purpose Simulation System.
K	Alphabetic term used to equal 1,000.
LDMX	Local Message Digital Exchange; directly connected to AUTODIN with limited capability to provide on-base electrical distribution through appropriate interface devices.
lpm	Lines Per Minute.
MIS	Management Information System.
MPDS	Message Processing and Distribution System.
MPS	Message Processing Subsystem.
MSU	Message Switching Unit (AUTODIN), Mass Storage Unit (ADPE).
MTU	Magnetic Tape Unit.
MUX	Multichannel.

NAVCOMPARS	Naval Communications Processing and Routing System; a system to obtain fully automated Naval Communications System which satisfies requirements for overall speed, reliability and systems compatibility.
OCR	Optical Character Reader.
OTC	Over-the-counter service.
PCS	Program Control Subsystem.
PRI	Primary.
PSN	Processing Sequence Number.
RCS	Receive Control Subsystem.
RI	Routing Indicator. A group of letters assigned to a message to indicate the geographical location of a situation to facilitate the routing of traffic over communications relay networks.
SEC	Secondary.
SPS	Support Program Subsystem.
TCS	Transmission Control Subsystem.
TOD	Time of delivery.
TOR	Time of receipt.
TPS	Transmission Processing Subsystem.
TTY	Teletype.
UPS	Utility Program Subsystem.

VDT Video Data Terminal.

WPM Words-per-Minute.

XMITTED Transmitted (abbreviated).

ZDK Operating Signal, "The following
 repetition is made in accordance with
 your request."

ZEN Operating Signal, "Transmitted by other
 means."

I. INTRODUCTION

A. BACKGROUND

Since the earliest communications systems were developed there has been an ever-increasing demand placed upon them as users of these systems utilized them to greater extent. The United States Navy communications systems have likewise been in a growth stage since their inception and previous attempts to handle this increasing volume of narrative traffic consisted of placing more men and machines at selected communications sites. However, with the quantum jump in traffic brought about by Management Information Systems (MIS), greater reliance on communication systems for command and control, high manpower costs and advancing technology, a computerized communications system interfaced over reliable, high speed channels was formulated and developed.

1. Manual Processing Problems

Since 1964, the Navy has been automating various functions of communications stations in an attempt to keep an ever increasing narrative message volume flowing between users while maintaining information currency demanded by command MIS. However, the early stages of the automation programs were unsuccessful as highlighted by exercise BASELINE II, conducted in 1966, which clearly showed that

message handling delays for higher precedence traffic were grossly unacceptable. Further, this exercise established that these delays were principally "waiting to be processed" times in the sender's and receiver's communication centers.

2. Decision to Use Computerized Systems

As a result of Baseline II, Naval communications was taken under study by the Chief of Naval Operations in 1968 for the implementation of an integrated information system capable of interfacing with all Naval data bases throughout the world. Additionally, human errors, which include unacceptable message processing delays, were on the increase due to undermanning, inadequate training, overloading, inattention, etc. The final problem arose with the manpower and budgetary reductions of the late 1960's and early 1970's which accelerated consolidation of existing communications facilities. This meant that the consolidated communications stations workloads were significantly increased as message volumes were concentrated into fewer lines. Therefore, it became evident that computerized automation was essential to reduce or eliminate routine human functions such as logging time of receipt (TOR) or, time of deliveries (TOD), message identification, filing, etc., which are most prone to

error as well as achieve optimum interface capability with other computerized stations.

Due to its high speed and accuracy, use of a computer does allow message traffic volumes to increase while significantly reducing errors. However, it is recognized that the computer cannot totally eliminate all causes of delay and error. Additionally, it can collect, tabulate and format information into required periodical reports for managerial use and, thus, free the human communicator from routine tasks in order to allow him to give more attention to the management of the system.

In view of the foregoing, Commander, Naval Telecommunications Command (then, Naval Communications Command) developed the Naval Communications Automation Program Subsystem Project Plan (SPP) which provides for the time-phased evolution from manual communications processing to the automated "one Navy memory" concept, i.e., a network of Navy computers employed by different systems and commands which will allow computer-to-computer interrogation and reply. Its primary objective is to satisfy the overall requirements for speed, reliability, security and systems compatibility vice ADP which eliminates manual processes with its attendant errors and delays.

Specifically, this automation plan calls for:¹

(1) Increased speed of service to meet JCS stated user-to-user handling times,

(2) Reduced error rates to less than one percent of the message traffic handled.

(3) Reduced security violations.

(4) Increased reliability by reducing non-deliveries and mis-routes to less than one in ten million (10^7).

(5) Handling of up to 8,000 messages per day and supporting new requirements without large system upgrading procedures and attendant personnel retraining.

3. Three Phases of Automation

The concept of automation in the Navy has been divided into three phases to allow an orderly transition or evolution of communications processing through a thorough study of each phase. This, in turn, hopefully will lead to a "one Navy memory" at the lowest overall cost. It should be noted that an economic analysis is conducted for each module and communications facility considered for automation. However it is not the purpose

¹ Naval Telecommunications Command, Naval Communications Automation Plan (U) Subsystem Project Plan (SSP), May, 1972.

of this paper to discuss the determination process of "lowest overall cost."

Phase I - INITIAL AUTOMATION (1968-1971)

This phase, commenced in 1968, consisted of studies by the Navy and the Joint Chiefs of Staff to identify certain manual communications processing functions in need of immediate automation. Additionally, and in conjunction with these studies, certain processing functions in designated communications centers were semi-automated such as limited automatic formatting, editing and file and retrieval functions, and distribution assignment. These were, out of necessity, offline to the communications networks.

As a result of these studies and observations, specifications for the Local Digital Message Exchange (LDMX) were formulated and submitted for competitive bid during 1969. Prior to the delivery of the first unit (destined for Naval Message Center, Pentagon) a degree of standardization and user interface facilitation was obtained by coding many portions of the LDMX software in COBOL vice machine language.

Phase II - INTERIM LDMX/NAVCOMPARS (1971-1976)

Based on the numerous and extensive studies conducted, this phase concerned itself with the acquisition and implementation of the Local Digital Message Exchange and Naval

Communications Processing and Routing Systems (NAVCOMPARS). The LDMX system was designed to facilitate shore commands and/or ships inport communications by local processing into and out of a AUTODIN network. However it should be noted that LDMX does not provide a fleet interface via fleet broadcast. On the other hand, NAVCOMPARS does provide local traffic distribution while maintaining an interface with the fleet at sea via fleet broadcasts. Though present state-of-the-art is not sufficient to meet the standardization desired at this time, it will contribute in the future to the development of new systems as well as partially alleviate current problems. Additionally, during this phase, when equipment is on-line and operating, doctrine and procedures will be studied and changed for future completely automated systems. It should be noted that some difficulty has been encountered during the implementation of both LDMX and NAVCOMPARS at selected sites in arranging standardized hardware and software configurations.

Finally, a study has been undertaken during this phase to provide the complement of NAVCOMPARS (ashore) aboard ship: namely - the automated Message Processing and Distribution System (MPDS). This latter system will not be considered in this paper.

Phase III - COMMUNICATIONS AUTOMATION (1976-1980's)

Based on studies and analysis conducted on LDMX and NAVCOMPARS during Phase II, plus earlier studies conducted during Phase I, the LDMX and NAVCOMPARS systems will be upgraded and standardized to provide a totally automated and integrated communications system utilizing digital processing.

B. NAVCOMPARS DESCRIPTION

NAVCOMPARS is an application of modern ADPE technology and procedures designed to interface shore communication networks with multichannel ship/shore circuits for control of operational fleets. It is capable of accepting traffic from two AUTODIN mode I channels (dual homing concept) and complies with the criteria as set forth in DCAC-370-D175-1. As an automated communications processor it was designed to handle fleet center functions such as: screening, formatting, servicing messages, maintaining a real-time fleet locator, readdressal and routing of messages as dictated by environmental and operational conditions. An overall system block diagram and equipment configuration drawing appear in Figures 1 and 2 respectively.

1. Input Functions

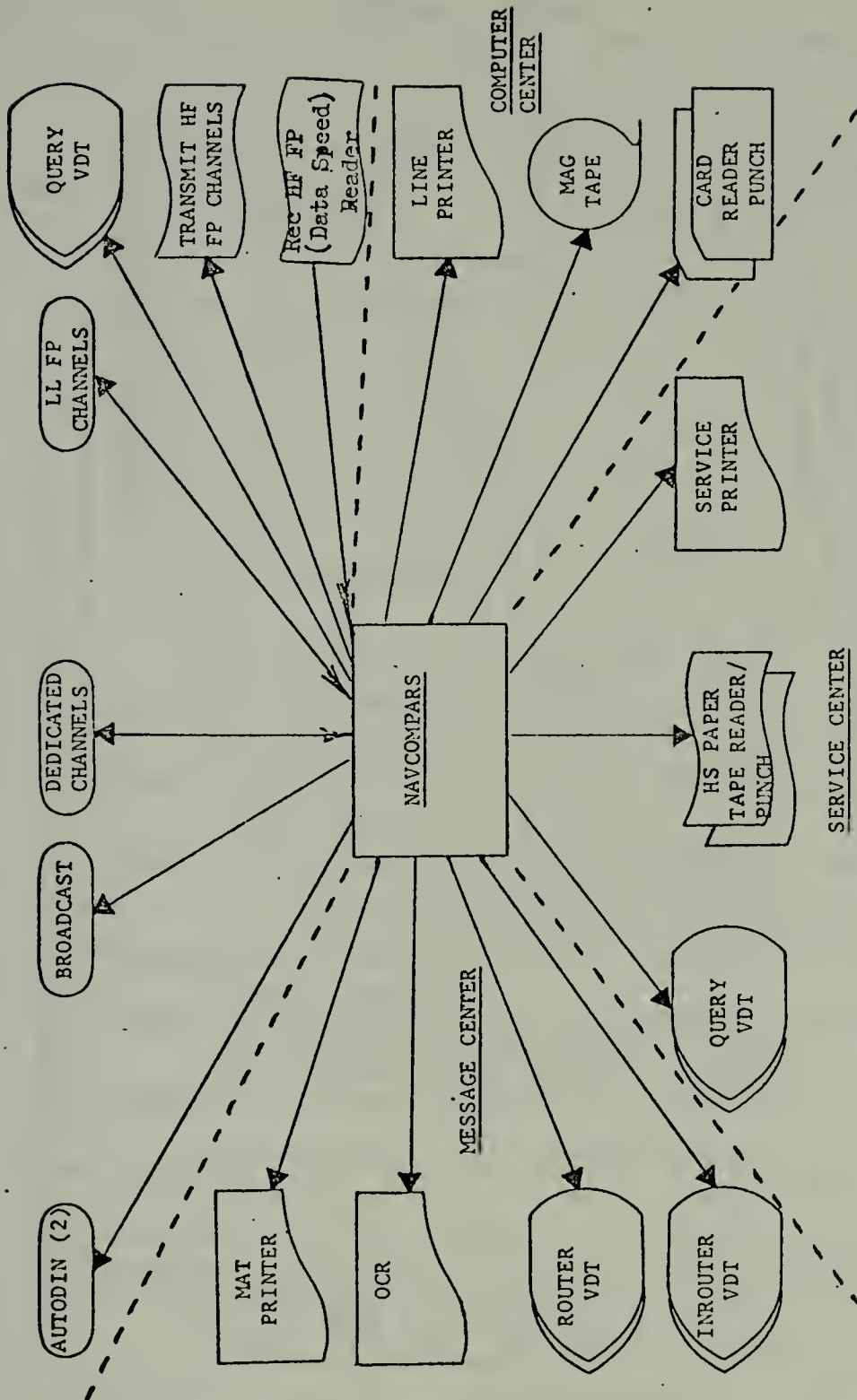
The system is designed to accept traffic from the following: AUTODIN switching centers; on-line dedicated/full period channels; off-line dedicated/full period

channels; high and medium speed paper tape readers; optional character readers (OCR's); video data terminals (VDT's); card readers; and magnetic tape.

Messages entering from AUTODIN are handled through a UNIVAC 161108 (AUTODIN Communications Controller, ACC) front-end processor, one for each AUTODIN line with appropriate decryption devices. Though presently configured for transmit/receive at 1200 baud, these processors are capable of handling up to 2400 baud. They perform the following functions automatically: acknowledge all received line blocks; generate and transmit the proper receive control characters; examine the header block for a valid AUTODIN select character; check the receipt of correct receive control characters; receive the transmitted data; coordinate the transfer of data between the on-line UNIVAC 70/45G and the front-end processor (ACC) storage area; and generate and check block parity for all blocks transferred between the ACC and the AUTODIN network.

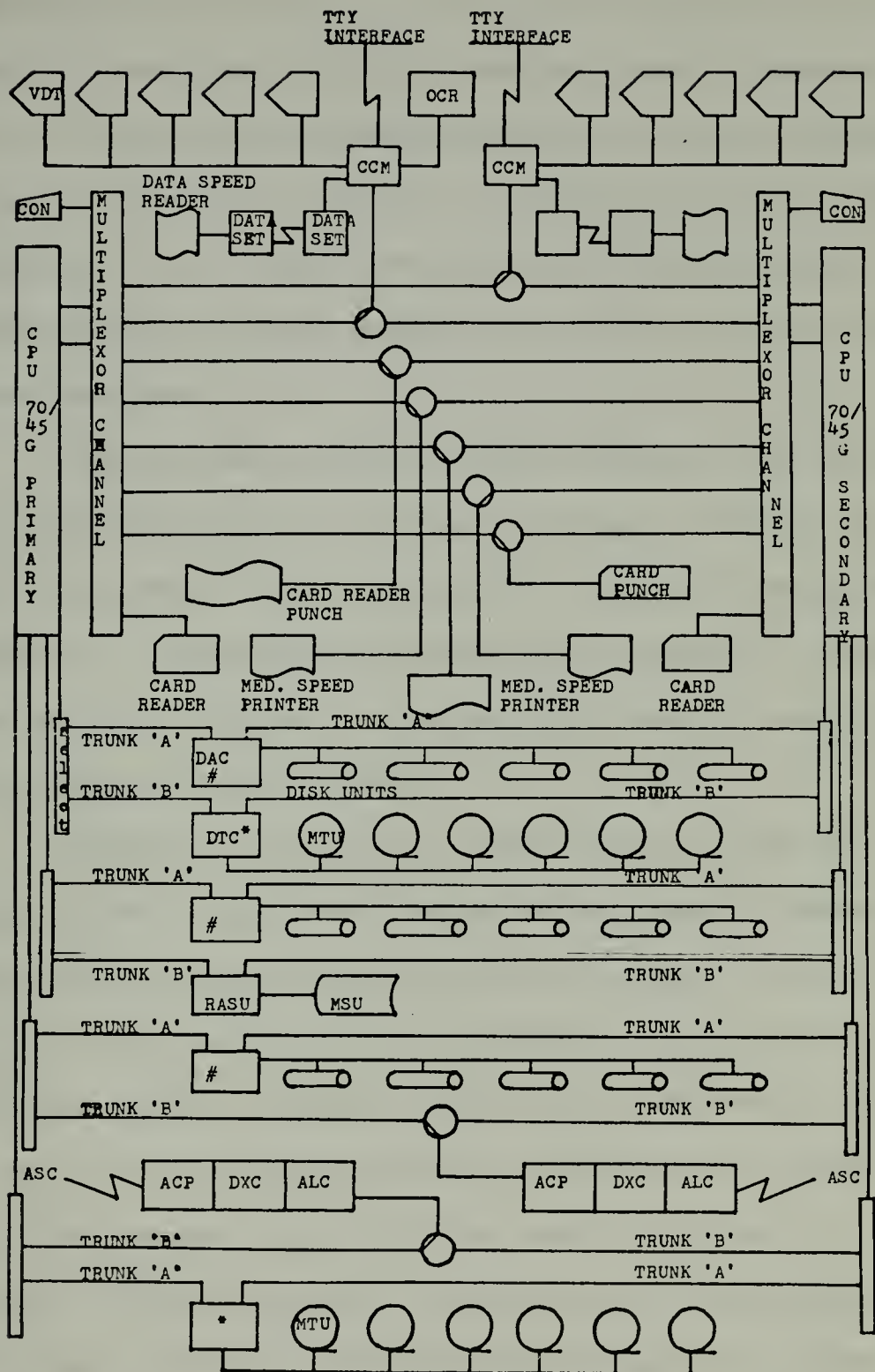
On-line dedicated/full period channels, such as electronic courier circuits, are interfaced directly to NAVCOMPARS via a Multichannel Communications Controller (CCM), a communications coordinating device which provides control over data transmissions and the associated communications systems, on a multiplexer channel. These lines

FLEET CENTER



NAVCOMPARS OVERALL SYSTEM BLOCK DIAGRAM

Figure 1



NAVCOMPARS EQUIPMENT CONFIGURATION

Figure 2

are buffered, half duplex and must be of land-line quality capable of handling up to 1800 baud for direct interface. The use of Multichannel Communications Controllers permits the system to handle up to 256 such channels without system degradation. These lines are normally cryptographically covered and must undergo decryption prior to entry to the control processor.

Off-line dedicated/full period channels are those not of sufficient quality for direct system interface or those which entail off-line (manual) encryption/decryption procedures. For channels falling in this category, medium speed printers (125 lpm) and paper tape readers located in the fleet center are used.

Though the video data terminals may be used for message input, their normal usage is for operator interaction with the system for correcting messages in the system or calling upon the various files as in the case of service message requests. These units are small, desk top, manually controlled devices, that permit real time operations between router stations and the central processor. They are capable of displaying 64 alpha-numeric characters in 22 lines of 81 characters per line, operate on buffered, half duplex lines to the CCM's and are automatically validated.

The optical character readers are, currently, leased Cognitronics System/70 equipment and are the main source of message entry for over-the-counter (OTC) service provided local commands. This equipment reads a standard OCR on DD form 173 typewritten messages. Its channel is buffered, half duplex to the CCM at 1800 baud. Message format is modified ACP 126 to decrease message preparation time and to enable the system to automatically perform routing indicator (RI) lookup, i.e., comparing the short titles of the addressees on the message against those in the present Routing File, and format conversion to JANAP 128 procedures. In the event of OCR malfunction, the high speed paper tape reader in the service center is used for message entry after tape preparation.

Magnetic tape input is on one-half inch, nine channel tape with a read/write/transfer rate of 30,000 characters per second. Five and seven track tape options are also available. These devices are connected to the main processor via appropriate selector channels.

Standard ship/shore communications via HF links are handled by standard torn tape procedures at the receiver site. Two human checks for validation are performed upon receipt and, once certified correct, the tape is entered directly to NAVCOMPARS on a dedicated circuit via

high speed (1000 characters per second) paper tape readers.

All inputs via OCR, VDT and paper tape readers utilize modified ACP 126 procedures which reduce user message preparation time. NAVCOMPARS automatically activates the modules necessary to convert to JANAP 128 procedures including routing indicator lookup.

Satellite communications are effected through a SPERRY UNIVAC AN/~~YUK~~ - 20 minicomputer interfacing the earth station terminal and NAVCOMPARS. This processor has a 750 microsecond 16-bit word core memory capable of expansion to 65K word total. It has an exceedingly flexible microprogrammable control section which provides a very fast computing capability. The AN/~~YUK~~ - 20 provides ^{YUK} standard front-end processor functions.

2. Processing Functions

At the heart of NAVCOMPARS are the two solid state, high performance UNIVAC 70/45G main processors capable of handling real-time interaction of video display terminals with the computer, as well as communications applications of incoming/outgoing narrative traffic processing. Each processor has a modular main memory of about 393K bytes, capable of off-the-shelf expansion to 1,024K bytes by 64K byte modules. It is capable of addressing fixed length

units of data of 1, 2, 4, or 8 bytes for processing. It uses sixteen general purpose registers as data accumulators of arithmetic and logic operations, base-address and index registers, and repositories for editing data. Data handling, decision, control, decimal and fixed point operations are performed by a standard instruction repertoire. The system is capable of handling fifteen levels of memory separation and is equipped with a protection procedure to ensure program/memory integrity in a multiprogramming environment. An interrupt system responding to various internal and external conditions, in conjunction with the capabilities of the selector and multiplexor channels, permits I/O activities to be conducted simultaneously with processor functions.

Projected system reliability is high due to the massive hardware duplication in NAVCOMPARS. Hardware failures will not seriously degrade the system. In the case of on-line processor malfunction, the off-line processor automatically goes on-line with the only loss being report generation and other miscellaneous activity. A power failure detection device alerts the software system (by interrupt) with sufficient warning to quiesce I/O devices, store register contents and perform such functions as are required to facilitate recovery. The initialization and restart module provides for near automatic restart with limited operator control.

Four selector channels with two trunks each permit I/O operations to be completed with discs, tapes, mass storage unit, and AUTODIN front-end processors. There are three disc units, each containing five disc packs. Each disc unit has a storage capacity of 145 million bytes and a data transfer speed of 156,000 characters per second. There are two tape units with six drives each. If off-line storage is considered, then storage capacity is unlimited. The tapes are standard one-half inch, nine track with a read/write/transfer rate of 30,000 characters per second. The mass storage unit has a storage capacity of 556 million bytes with a 600,000 character per second transfer rate. It should be noted that the standby processor is capable of accessing the direct access storage devices during off-line operation.

The following is a summary and brief description of the major program (software) subsystems:

Executive Control Subsystem (ECS) - The ECS is responsible for the real-time control and monitoring of system resources. This system interfaces the remaining sub-systems with one another and ancillary equipment. In real-time it performs device controlling, program monitoring, interrupt analysis, and operator liaison.

Communications Control Subsystem (CCS) - This system interfaces the various communication type devices used in the system, i.e., visual display terminals, low speed printers, teletype circuits, both send and receive, and high speed and receive circuits.

Communications Interface Subsystem (CIS) - Provides real-time control over AUTODIN mode I operations in the following areas: line coordination, network control, system logs, line processing, and start-up and shut-down operations.

AUTODIN Processing Subsystem (APS) - Maintains an AUTODIN processing capability during outage of the control processors.

Utility Program Subsystem (UPS) - Performs channel coordination, input buffering, and format conversion.

Message Processing Subsystem (MPS) - Performs message validation, message routing, format conversion from modified ACP 126 to JANAP 128 format, distribution assignment, message file, readdressal/retransmission, and query VDT operations.

Transmission Processing Subsystem (TPS) - Performs transmission line control, channel scheduling, broadcast channel activity, AUTODIN channel selection, message altrouting and message journaling.

Transmission Control Subsystem (TCS) - Responsible for transmission identifies line generation, formal conversion/editing, routing line segregation, and broadcast rerun.

Support Program Subsystem (SPS) - Performs file maintenance, report generation, off-line message processing and off-line message recovery.

3. Output Functions

Messages exit NAVCOMPARS by the same units described in inputting except as noted below:

Unit record (card) traffic utilizes a UNIVAC 70/234 10 write (check read) card punch capable of a rate of 100 cards per minute.

Over-the-counter (OTC) service is outputted on medium speed printers or paper tape cutters and manually processed.

The OCR is, by its nature, an input only device.

The VDT's are used for system query and response such as in service message reply generation and not for standard message output.

Fleet broadcast channels are automatically connected to NAVCOMPARS through appropriate encryption devices for messages addressed to afloat units guarding one or more of the broadcasts. These channels are 75 baud, (100 words per minute).

C. LDMX DESCRIPTION

LDMX is designed to exchange data with and between on-line ADP centers, control pooled transmission facilities, and process narrative as well as data messages. It is capable of accepting traffic from two AUTODIN mode I channels (dual homing concept) and complies with the criteria set forth in DCAC-370-D175-1. For specific fleet oriented functions, NAVCOMPARS software modules may be fitted to the LDMX system. An overall system block diagram and equipment configuration drawing appear in Figures 3 and 4 respectively.

1. Input Functions

The input to LDMX is from both on-line and off-line means. The system receives narrative on-line traffic via an interface with AUTODIN and dedicated teletype circuits. Off-line (over-the-counter or mail) is manually prepared for input. The most desirable manual, off-line, input is via an optical character reader (OCR), otherwise input by means of a less desirable form (paper tape) is utilized. After message receipt, it is disc stored on the "In-Processing File."

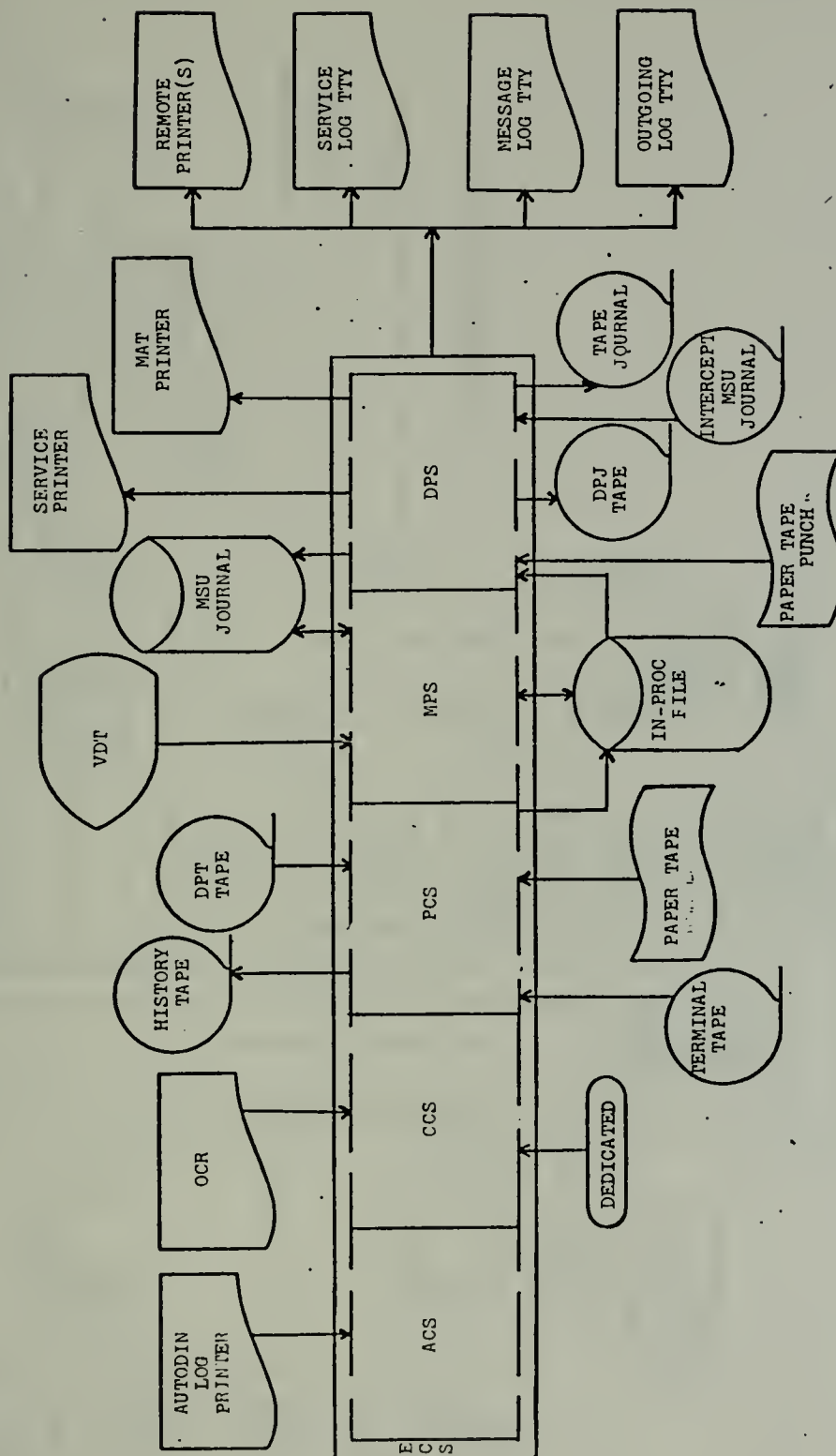
2. Processing Functions

Once a message is in the "In-Processing File," it is queued for processing and is also recorded on magnetic tape in the "History File."

Messages are processed from the queue on a basis of precedence in the following descending order: Emergency Command (Flash Over-Ride), Flash, Immediate, Outgoing Priority, Incoming Priority, and Incoming/Outgoing Routine. Once out of the queue and actual processing commences the system analyzes each message and determines the following information: classification; precedence; station serial number; date-time-group; originator; operating signals; addressee delivery responsibility; content indicator code; subject code; originating office; flagword; and reference. Under ideal conditions the message will be processed directly through the system without human intervention.

Messages with processing restrictions or format errors will necessitate a VDT display at the Inrouter station for incoming messages, and the Outrouter station for outgoing messages, for processing assistance. Once the error is corrected it is transferred back into the system for final automated processing.

During processing a printer records incoming dedicated traffic. In addition to circuit monitoring, this system maintains a message and service log. The service log receives entries for each message requiring a service operation and the message log receives an entry for all incoming and outgoing messages processed through the system.



LDMX OVERALL SYSTEM BLOCK DIAGRAM

Figure 3

As noted earlier under NAVCOMPARS, the SPS performs all report generation in support of main processing. The "Journal File" maintains key information extracted from each message during the processing cycle. The report generation programs provide a dump and listing at the close of each radio day (0000GMT) or on an ad-hoc basis.

Software programs within LDMX include the Executive Control Subsystem (ECS), Communication Control Subsystem (CCS), Message Processing Subsystem (MPS), and Support Program Subsystem (SPS) described previously under NAVCOMPARS. Other programs and descriptions are:

Process Control Subsystem (PCS) - This subsystem is responsible for all tasks akin to message input, preparation and filing. It interfaces with the CCS and performs input line polling, message preparation, and accepts messages from transmission media, i.e., paper tape, AUTODIN, OCR, on-line dedicated circuits and magnetic tape.

AUTODIN Control Subsystem (ACS) - The ACS performs I/O functions only. It interfaces with AUTODIN Switching Centers (ASC) and, in short, is the front-end processor for the main frame facility.

Distribution Processing Subsystem (DPS) - This subsystem responsibility lies in output line segregation and all message output to the media, such as, AUTODIN circuits,

dedicated circuits, mat printer, service printer, paper tape or magnetic tape.

Fallback Subsystem (FS) - Since Navy policy usually dictates redundancy, this subsystem, by using suitable peripheral equipment from the main frame, has the capability to send and receive paper tape traffic between the ASC and ACC in the event of main frame outage.

A capability is provided for retrieval of messages previously processed. Message identification parameters must be entered via a VDT terminal. New messages are retrievable from disc storage and traffic, up to 45 days old, is retrieved from the mass storage unit. Traffic older than 45 days must be sought from the properly selected magnetic tape "Journal File Tape Library." The operator has the capability to select the retrieval output in the form of paper tape, card and/or hard copy.

3. Output Functions

Outgoing narrative messages entering the processor will receive processing similar to an incoming message. The exception lies in the fact that the originator and ZEN/lines, i.e., delivered by other means, will be analyzed for delivery responsibilities. After the start and end of message validation, the processor outputs either an accept or reject notice to the operator by means of the outgoing

log. A Processing Sequence Number (PSN) is assigned and the message is queued for precedence processing. Once the message has been prepared and routing appended to the message, the information is permanently stored in the system's journals.

D. LDMX/NAVCOMPARS Common Functions

There are three areas or functions common to both LDMX and NAVCOMPARS worthy of mention; namely, report generation, security, and system monitoring. Each is a decided advance over older manual methods as they allow human interface with the system at a higher level than ever before.

1. Report Generation

In the past, reports were prepared manually and much time consuming, tedious work was devoted to this task. Due to inherent delays in this method, reports were often outdated and, hence, nearly useless to the individual concerned with managing a communication system or parts thereof. From information stored in the on-line message file, reports from LDMX and NAVCOMPARS contain:

"Total messages processed.

"Messages processed by channel

"Breakdown by precedence and classification for each channel.

"Total messages by precedence and classification.

"Total number of service messages processed.

"Number of suspected duplicates.

"Total received ZCV messages.

"Messages misrouted to the NAVCOMMSTA.

"Average message length, with a breakdown by classification and precedence.

"Number of messages requiring operator intervention.

"Breakdown of manual/automatic distribution assignment.

"Messages delivered to commands on guard list.

"Channel utilization (in minutes) for each channel (Approx.).

"Channel loading by work/count.

"Hourly message processing profile."²

2. Security

In the past, communications security within the Naval Communications Facility was provided by limited access to the various centers in operation as most traffic was in plain text on hard copy or paper tape with encryption/decryption devices being provided on incoming and outgoing channels. In LDMX and NAVCOMPARS, the direct application of crypto devices to incoming and outgoing

² Naval Command System Support Activity Document Number 84CO42 FD-01, Automation of NAVCOMMSTA Honolulu Functional Description (Draft), p. 52, August 1973.

channels is still provided. However during on-line operation security required by the user is provided by hardware, in that hardware creates the interface between the communication link and communications station and is specifically designed to protect line security and the software which specifically controls processing. During maintenance periods, the tapes or discs on which the journal or history files reside may be conveniently removed and stored in appropriate security containers. However, on traffic which requires human intervention, the system still requires communications personnel to have appropriate security clearances.

3. System Monitoring

LDMX and NAVCOMPARS system monitoring is broken into two sections. The first is monitoring of hardware and software by a computer operator who interfaces with the system via a console. The second is monitoring message processing by operations personnel utilizing VDT's in the message center, service center, and fleet center.

II. SIMULATION OF NAVCOMPARS

A. STATEMENT OF THE PROBLEM

As no definitive information exists indicating where NAVCOMPARS degenerates with abnormal message load, it is the intent of this paper to identify those areas most prone to developing bottlenecks. In a communications system such as NAVCOMPARS, it is necessary to provide documentation where queues occur and determine the average time messages spend waiting to be processed. An attempt has been made to accurately represent system flow and to identify potential bottlenecks. Additionally, as a by-product of this investigation, a model for use by operational managers was developed which, if utilized, would provide personnel with the ability to monitor and tune a NAVCOMPARS installation.

In identifying potential bottlenecks in system flow there are two approaches which may be taken; first, the use of queueing theory and, second, simulation. The complicated relationships among precedence, message length, processing time and channelization complicates any analysis of NAVCOMPARS to the extent that simple queueing calculations are not sufficient to predict the effect of changes in traffic load, variable message lengths, incoming and

outgoing traffic alignments, processing times or management techniques. To provide a tool for addressing such problems, simulation allows complex, variable, real-time transaction input and processing as well as providing a means of analyzing the system under a continuous flow situation.

B. SYSTEM SIMULATION MODEL

Three methods of simulation were considered for the analysis: (1) manual, (2) FORTRAN IV, and (3) IBM General Purpose Simulation System (GPSS/360). The manual form of simulation was not used because of the high volume of transactions encountered in NAVCOMPARS. FORTRAN IV, though not ideally a simulation language, was disregarded as its ability to detail complex items was not required. As such, GPSS/360 was finally decided upon.

1. General Purpose Simulation System

The General Purpose Simulation System is very adaptable to defining a functional model of NAVCOMPARS for the purpose of identifying bottlenecks. It has the capacity of representing "black-box" functions while maintaining the required multichannel/server representation through the use of TRANSFER statements. The greatest flexibility of GPSS, however, is the use of FUNCTION statements which may represent theoretical or

empirical distributions and are easily interchanged to observe the effect of different distributions within the model. Additionally, transactions may be generated according to time between inputs, message length and precedence distribution. Precedence is important because higher priority transactions are processed before those of lower priority.

The general sequence of events at a facility or server is given by the following in GPSS: QUEUE, SEIZE, DEPART, ADVANCE, and RELEASE. A QUEUE is a point where traffic or transactions may be held or delayed by the unavailability of the facility it intends to utilize and where queue statistics are gathered. When the facility is free, the next transaction gains entry to the facility, on a first-in/first-out (FIFO) within precedence basis. At this point the QUEUE is DEPARTED. The ADVANCE statement allows a service time to be computed and applied to the transaction through a fixed time specified by the user or by the use of VARIABLE and FUNCTION statements which allow varying delays to be introduced into the system. When a facility is finished with a transaction, the transaction RELEASES the facility and moves to the next area identified in the program.

← seize?

GPSS maintains and generates facility statistics and queue statistics³ as a normal output. These statistics are specified in the basic unit of time specified by the user.

2. System Model Description

The message flow simulated by this model is a functional representation rather than a detailed simulation of individual NAVCOMPARS system components. The model provides a means of testing proposed or actual message input distributions, processing times and broadcast alignments without incurring the actual costs and difficulties normally associated with an actual system change. In addition, the model is versatile enough to help analyze many traffic flow problems, such as identifying bottlenecks in queues and establishing activation criterion for an overload fleet broadcast channel, if so desired.

Message arrivals of each precedence are simulated from arrival rates which may be specified as functions of time. The arriving messages are assigned precedence, classification, message length, etc. according to an empirical distribution that segregates messages to the five precedence level queues in the main processor. (7)

³ See Appendix D.

The distribution was determined from two days of actual data obtained from the U. S. Naval Communications Station, Norfolk, Virginia. The main processor polls each precedence queue and simulates message processing on a FIFO within precedence basis. The processing time through the main processor (POUT) is computed as a function of message length, average number of instructions required per character, and instruction execution time. Another developed empirical distribution segregates messages to one of four fleet broadcast channels or to an "Other" channel for over-the-counter service, electronic courier circuit, etc. Each of the four fleet broadcast channels have separate queues associated with them and transmitting times are computed as a function of message length and the number of words-per-minute transmittable by radio teletype. The messages are transmitted out on each channel on a FIFO within precedence basis. Figure 5 provides a pictorial representation of the model.

The NAVCOMPARS simulation, developed in this thesis, can be operated under continuously varying traffic loading conditions specified by the following input data:

- (1) Daily and hourly volume of first-run message arrivals. This parameter can be stepped over a range of values to simulate operations under varying traffic conditions.

(2) Precedence of each message.

(3) Individual message length distribution.

Message lengths determine the rate at which messages can be processed and transmitted.

(4) Diurnal variations in message arrivals.

Studies of message traffic indicate that strong diurnal variations exist in the arrival rate of messages to a communications station for delivery.

(5) Message type composition. The message type composition indicates the portion of arriving traffic which is segregated into each of the queues.

(6) Classification of each message.

In addition to traffic loading, the performance of NAVCOMPARS is affected by the following operational parameters:

(1) Main processor service time. This value affects system through-put and was based on the UNIVAC 70/45G instruction execution time and average number of instructions required per character for processing in the runs made for this thesis.

(2) Front-end processor service time. The value of service time per character was estimated at approximately one millisecond per character through-put to disc storage.

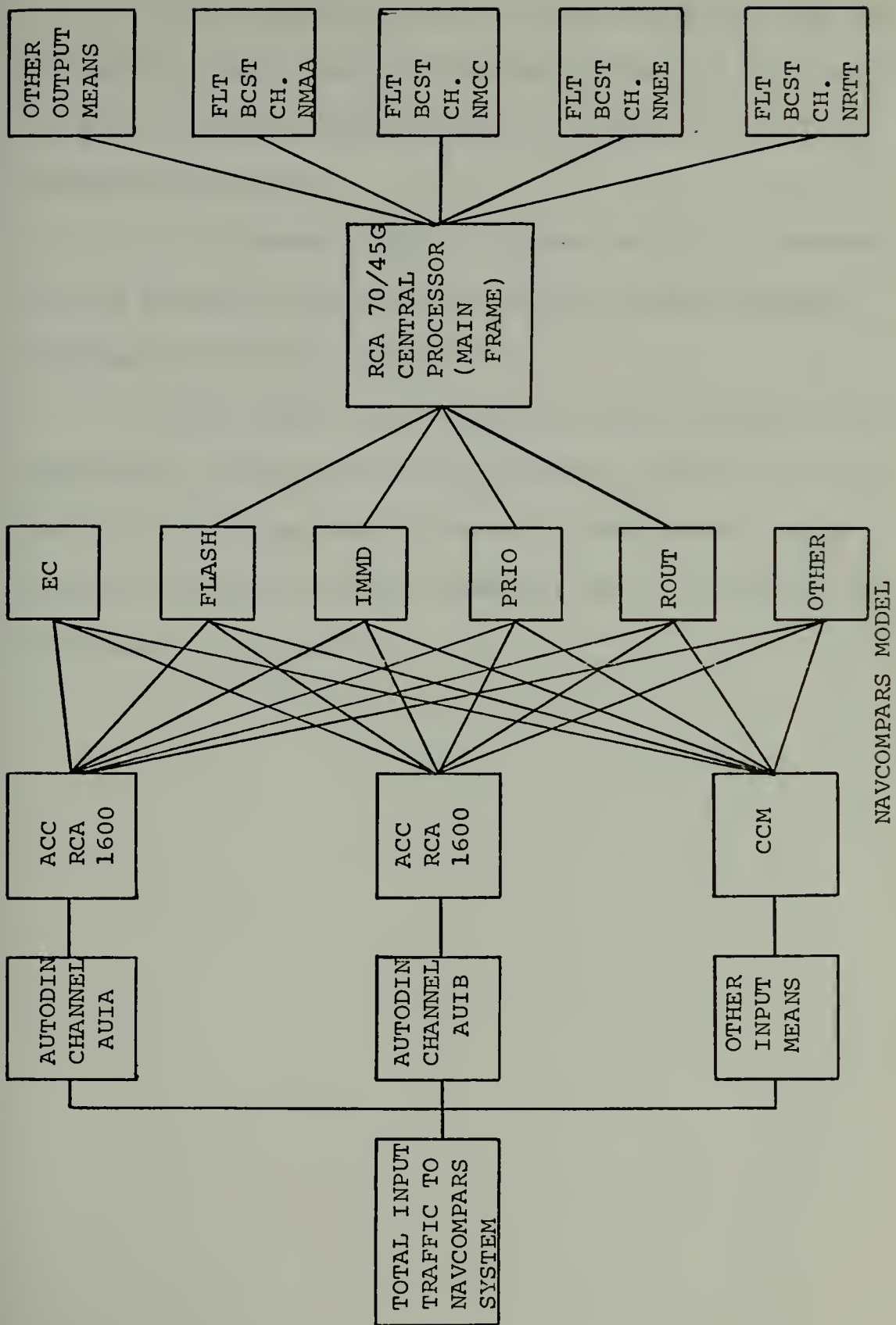


Figure 5

(3) Broadcast channels transmitting service time.

The service time value utilized herein was for the standard 100 WPM teletype broadcast using an average value of six characters per word.

(4) Channelization. Channelization of message flow is determined by inputs specifying which messages may flow out of which channels.

When loaded with the above inputs and given the operational parameters, this simulation generates a time profile of the important features of NAVCOMPARS. This profile consists of hourly summaries for a 24 hour period contained in Appendix D.

III NAVAL COMMUNICATIONS PROCESSING AND ROUTING SYSTEM SIMULATION RESULTS

In order to evaluate the model as developed and observe the resulting statistical generation, a series of eleven computer runs were made. During these runs certain parameters were allowed to vary or be held constant in order to observe the models interrelationships. These parameters were traffic volume and message length. Although the simulations do not delineate message length per message in an output format, the changes in message length could be observed indirectly as a result of the main processor (POUT) and fleet broadcast channel queue's average time per transaction. This is because message length is a controlling factor of message processing time.

A. SIMULATION BASED ON ACTUAL DATA FOR TWO DAYS

Based on the data for two days received from Naval Communications Station Norfolk, Virginia, it was determined that the hourly arrival rate of messages was cyclical over each 24 hour period as denoted in Figure 6. The average arrival rate per hour for a 24 hour period was used in the simulation program. Using the average hourly arrival rates, a constant interarrival rate was computed per hour of simulation and used in 24 separate

ACTUAL DATA INPUT FOR SIMULATION

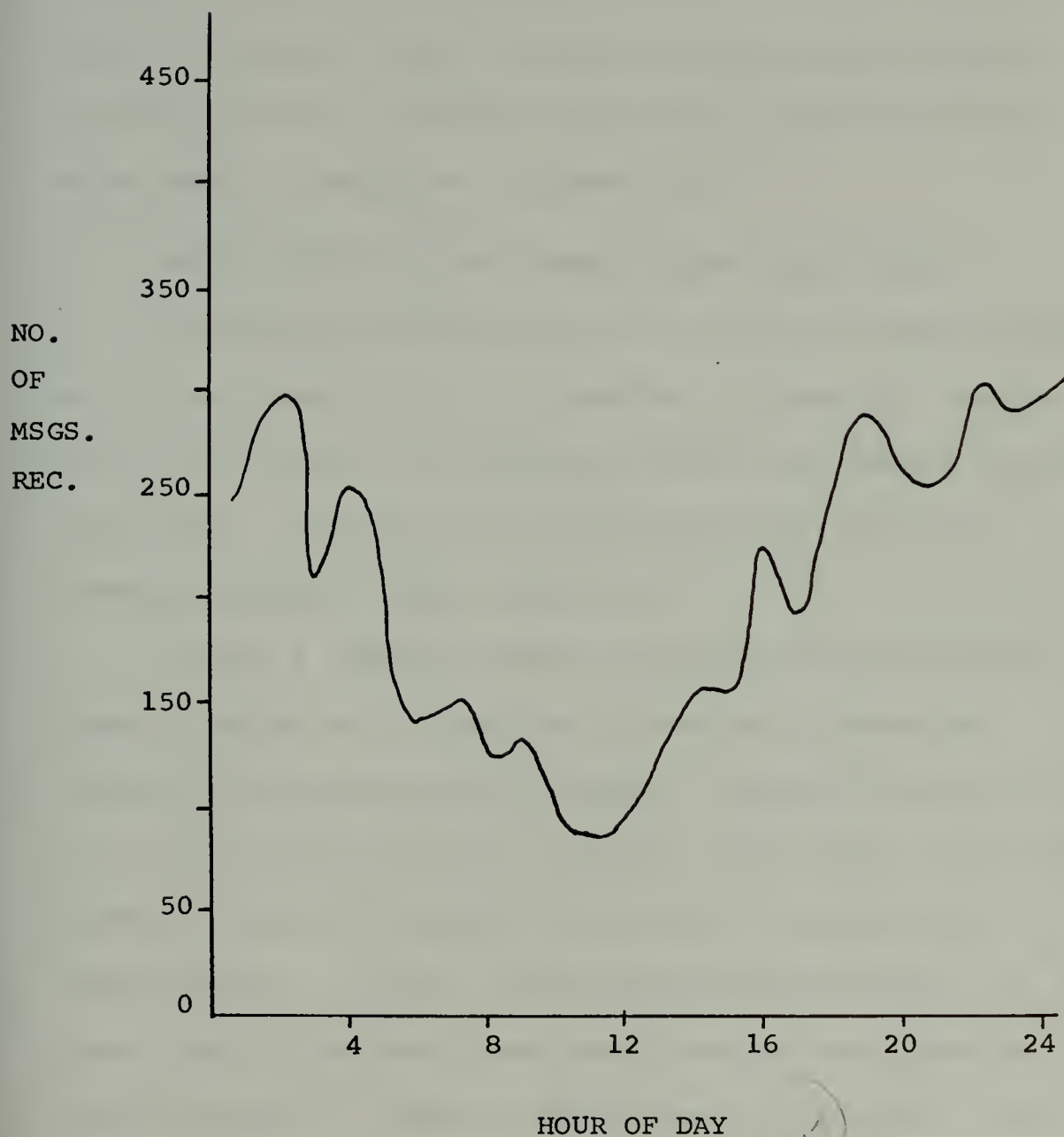


Figure 6

GENERATE statements. The peak hour occurred immediately prior to and after midnight GMT. This most closely resembled the actual input for the two days of observed data.

The results of the simulation indicate that queues build during peak hours and decrease as the load lessens through the day. A sample statistical generation of this simulation is contained in Appendix E.

B. TWENTY FOUR HOUR TEST DATA IN CASE 1 AND CASE 2

As previously noted, actual data for two days indicated a cyclical type input to the system. In order to observe facility utilization and queues, under other message loading conditions, two cases were constructed with increased message loadings during peak periods.

In Case 1 message traffic increased rapidly after two hours, leveled off at its peak values for a three hour period, and then decreased rapidly. During the simulation it was noted that for these message input levels, the system quickly cleared its queues while facility utilization remained low. In Case 2 the peak was almost double that of Case 1 while the lower input rate remained four times as great as Case 1. Figure 7 is designed to show Case 1 and Case 2 in contrast with the actual data arrival rates for the two days of actual data.

CASE SITUATIONS FOR SIMULATION

← Peak Value of 750 for hrs. 3,4,&5

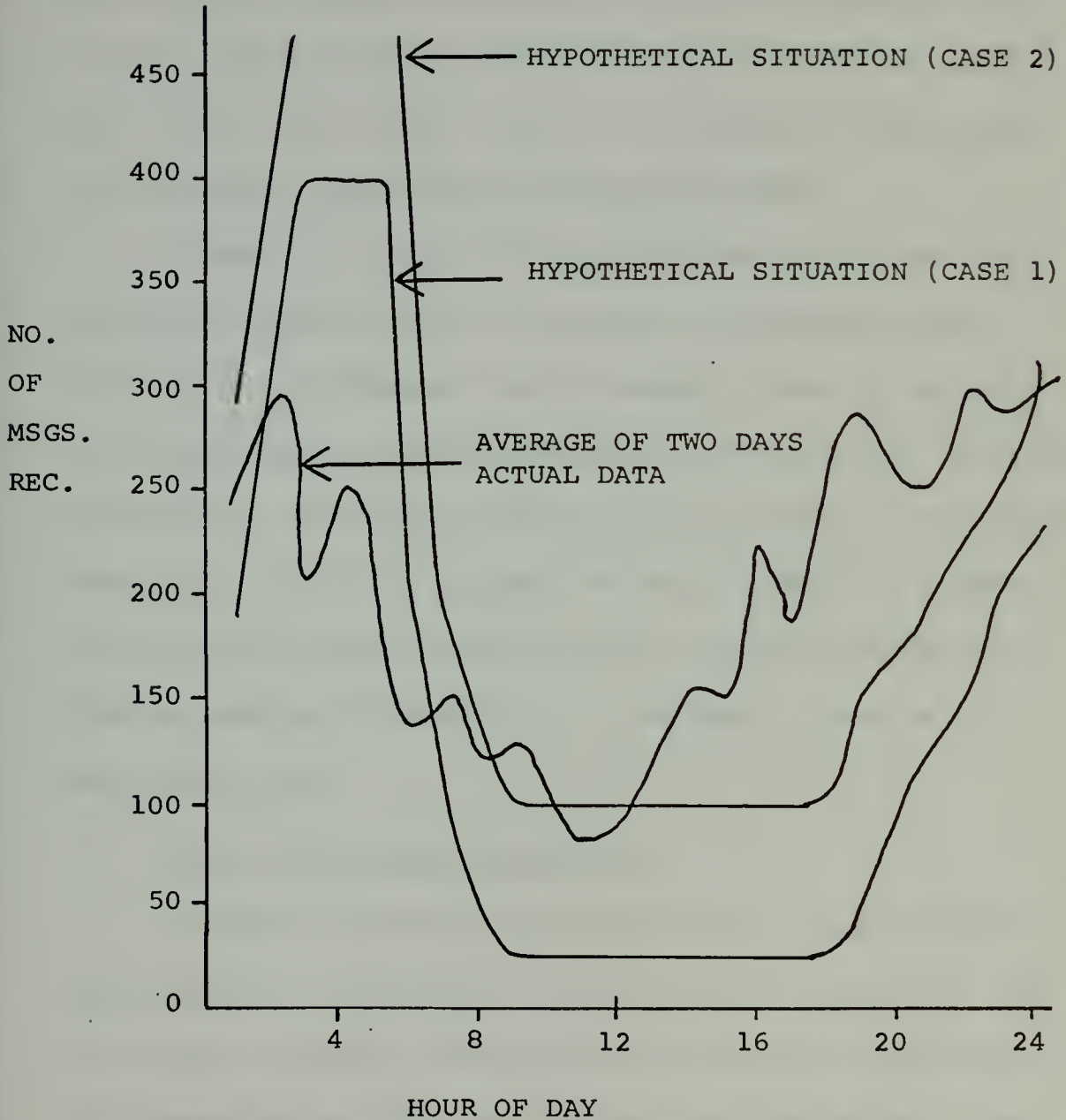


Figure 7

The results of Case 2 were more accentuated due to queue build-up as facility utilization percentage rose during the peak hours. Once the last peak hour of message arrivals was completed and the input rate decreased, all of the queues required approximately two hours to reach a peak, thus indicating a lag of the internal system queue build up after peak message arrival periods.

By observing the build up of queues at the main processor and fleet broadcast channels, a Communications Officer of a NAVCOMPARS could determine when to activate auxilliary fleet broadcast channels to handle the overloaded conditions. The actual queue loading factors in the system requiring auxilliary channel activation would be dependent on each individual command's policy for such situations. This is another illustration of the model's use as a management tool.

C. LARGE INPUT VOLUME SIMULATION

In order to observe the rapid build up of queues and high facility utilizations, two runs were conducted. Run One used a constant interarrival time and an input rate of 1000 messages per hour for a three hour system run time. Facility utilization for both AUTODIN channels remained low while the main processor experienced approximately 60 percent utilization. However, the four fleet broadcast

channel utilizations were approximately 99 percent the first hour and remained at that level during the three hour period. Queue time increased rapidly but stayed within allowable limits for precedence processing and output transmission, as specified by Naval communications policy.

For the second run, an input of 1000 messages per hour was used for a five hour system run time. The results were similar to the first run with no new significant observations.

D. CONSTANT MESSAGE LENGTH RUNS

Message length was tested in four simulation runs of three hours duration each, with an input rate of 1,000 messages per hour, in order to ascertain its effect on the model. The results indicate a sensitive relationship between message length, average time a message waits in an output queue for processing, and the processing capabilities of the main processor (POUT) and fleet broadcast channels.

The fleet broadcast output capability is a constant based on 100 WPM radio teletype using six characters per word, i.e., an output rate of 600 characters per minute. The loading of the output channels is based on an empirical distribution derived from two days of actual data. Of the

four fleet broadcast channels, the lowest loading rate was six percent of the total output from POUT and the highest loading rate was nine percent, resulting in a 33 percent drop in loading rate from the highest to the lowest. Message length was varied from 1,000 to 2,500 characters per message in 500 character increments per simulation run. This was a 33 percent increase rate per run over the interval investigated. It should be noted that this was coincidental and not contrived to specifically fit the model.

Figure 8 is a plot of average time per transaction in an output queue versus message length for each fleet broadcast channel by hour. Observe that NMEE #2, the lowest input rate per channel, lags NMAA #2, the highest input rate per channel, by one cycle,⁴ when measured by average time in queue. This lag is due to the relationship of input loading rate (a 33 percent difference) and the size of message. The total number of characters entering into NMEE #2 at 1,500 characters per message is approximately equal to the total number of characters entering NMAA #2 at 1,000 characters per message. This supports the intuition that as message length increases,

⁴ One cycle corresponds to one increment of 500 characters per message in Figure 8.

CASE 2 SIMULATION RESULTS

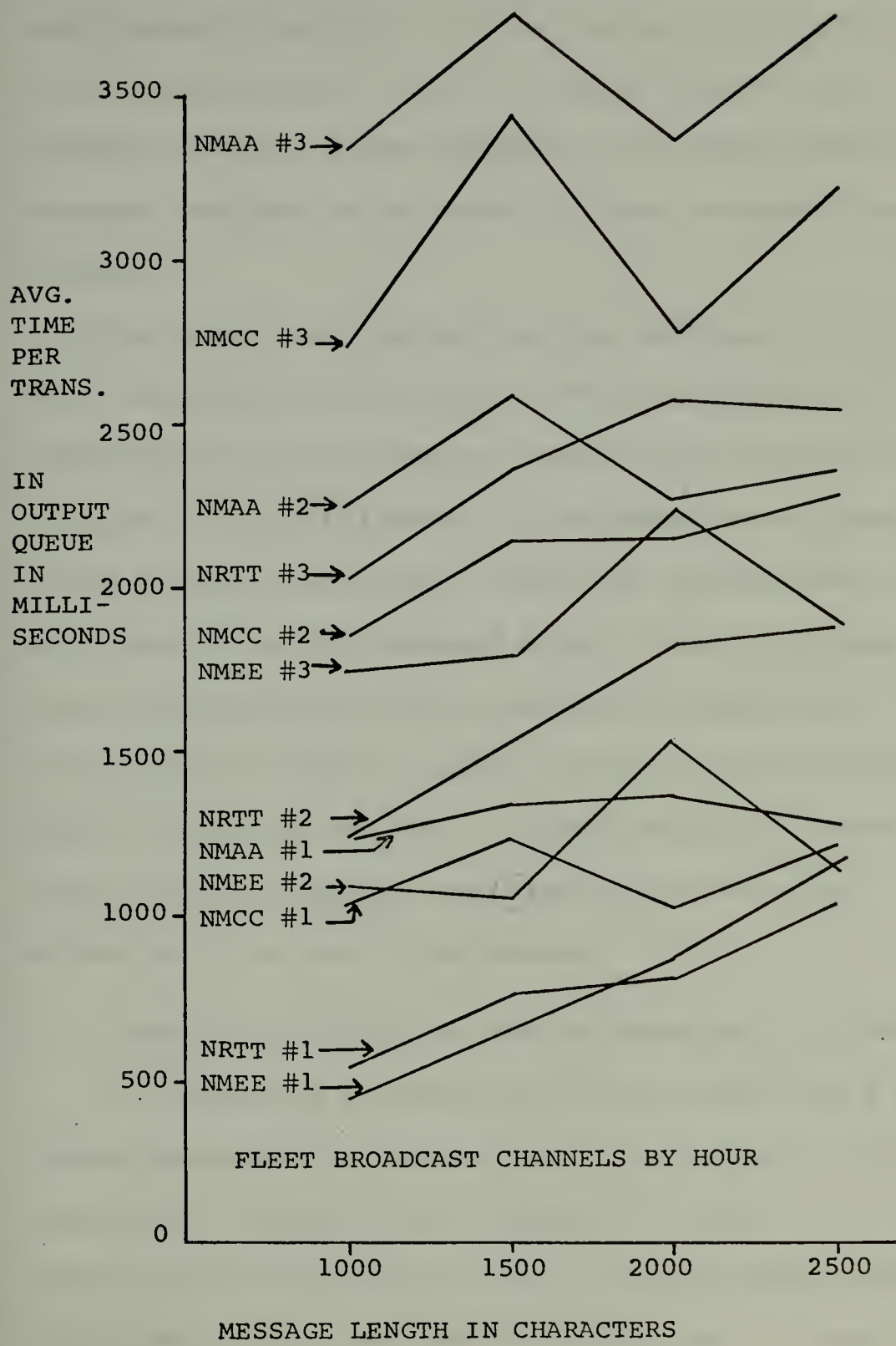


Figure 8

the total number of messages loaded into the fleet broadcast channels decreases. As the message length increases, the bottleneck shifts from each output channel queue to the main processor, thus decreasing the total number of messages available to be loaded in fleet broadcast queues per hour.

The above case demonstrates the usefulness of the model because the results give a dynamic quantitative relationship between message length, output channel percentages, loading and number of messages for the specific set of defined conditions. Additional quantitative relationships between message length, output channels, etc., can be developed by various data input combinations. Potentially, a family of relationships could be developed which will enable the user to answer several "If-Then" type questions regarding these parameters and their effects on total system performance.

E. SIMULATION VARYING THE RANDOM NUMBER SEED IN FUNCTION 3

In a FUNCTION statement the RN pair indicates a random number generation for execution of the function. The number immediately following RN is called the "seed." It is this number which determines the entry into the random number table contained in the IBM 360/GPSS system. In order to test the random number generation for GPSS, two simulation

runs were made changing the seed contained in the message length FUNCTION statement.

In the NAVCOMPARS, message length is critical due to its relation as throughput to the processing system. That is, the longer the message the longer it will take to process it completely through the processing and routing system. By changing the seed in determining message length, changes should occur in the output statistics of the program if random number generation is anything other than random.

The results of this model test showed absolutely no change in any of the simulation output statistics. Therefore, it is concluded that the point of entry into the random number tables will not have any effect on the final results of the simulation.

IV. POTENTIAL APPLICATIONS THROUGH MODEL EXPANSION AND CONCLUSIONS

To systematically expand upon a model it must possess the characteristic of "modularity," which means that modules or segments may be added in order to improve the ability to faithfully simulate the actual system. With this in mind, the NAVCOMPARS model was developed to be modular. The following examples indicate this feature and its capability.

A. POTENTIAL APPLICATION THROUGH MODEL EXPANSION

1. Auxillary Fleet Broadcast Channels for Output.

During the daily operation of NAVCOMPARS it is possible to have an increase of incoming traffic, destined to the fleet, such that the multichannel (MUX)/single channel fleet broadcast channels are overloaded. In that case auxillary channels of the MUX are activated until internal queues are cleared and the operation returns to a normal state, i.e., a handling time acceptable within Naval communication policy. In order to accomplish MUX auxilliary channel activation in the program, a TRANSFER statement must be added per channel activated, with the new distribution between the main and auxilliary channel branching to a QUEUE, SEIZE, DEPART, ADVANCE, RELEASE sequence for output processing delay time. For example,

fleet broadcast MUX channel NMAA auxilliary channel is NMBB; for NMCC the auxilliary is NMDD, etc. An assumption must be made with respect to the message split between the main and auxilliary channel.

2. Fleet Satellite Communications.

In the future, as NAVCOMPARS adds or deletes incoming and outgoing channels to the system, additions or deletions, may be attached to the model with minimum changes and programming. Of particular interest is the advent of Fleet Satellite Communications (FltSatComm). Outgoing channel speed will increase from 100 WPM teletype (TTY) to 1200 Baud. This significant change will eventually shift the output bottleneck from teletype output back to internal system processing.

To facilitate this change two items in the model's program must be added. First, to the variable card section include a new VARIABLE to compute the output channel speed. At 1200 Baud approximately 1500 WPM will pass over each additional FltSatComm channel. Therefore, the variable will equal $(P3/150) \times 1000$. The variable will be measured in milliseconds. Secondly, the fleet broadcast section of the program must contain a cumulative TRANSFER statement to the branch that will add the ADVANCE

time onto the FltSatComm transaction.⁵ This requires a change to the cumulative distribution of output channel type.⁶

Conversely, for those FltSatComm channels which are input to the NAVCOMPARS, the same input technique is used as with AUTODIN and other traffic type inputs. Here the variables of input speed and processing time must be considered in order to form a closed loop for the FltSatComm.

3. "Other" Inputs.

In the model those inputs other than AUTODIN were considered as "Other."⁷ To further improve the model by the modularity technique, these "other" inputs need to be broken down and analyzed in terms of processing delay time incurred in reaching the CCM. These input processing times would include delays resulting from optical character readers, card readers, data speed readers, teletype and over-the-counter service. Each equipment processing time could be modularized as additions to the input channel

⁵ See Appendix B

⁶ See Appendix C

⁷ See Figure 5

precedence queue.⁸ Again using the GPSS sequence, QUEUE, SEIZE, DEPART, ADVANCE and RELEASE, delay time could be calculated and queue statistics generated for each type of input.

4. "Other" Output.

Non-fleet broadcast channels were considered in a single grouping as "Other." Since the application of this model involved output fleet broadcast channels only, any other traffic was not considered. However, another module could be added to the model by analyzing these "other" output processing times. These would include dedicated TTY circuits, electronic courier circuits, AUTODIN, and over-the-counter service, and could be added to the program after the fleet channel ADVANCE computations.

5. Main Processor (UNIVAC 70/45G) Model Simulation.

The final module, and possibly the largest is the main frame processor. As an aid to understanding the operation of the internal processing system, a model of the main processor could be developed. This sub-model of the system should involve software items such as: (1) precedence queueing processing; (2) distribution assignment; (3) distribution processing; (4) message entry, filing and

⁸ Op.Cit.

retrieval; (5) support file maintenance; and (6) generation of daily reports.

The hardware aspect of the system could include timing analysis of video data terminals, paper tape reader, paper tape punch, line printers, disk storage units, mass storage units, and magnetic tape units.⁹

This proposed module would fit into the present model whose input would be received via the ACC or CCM and whose output would terminate in the fleet broadcast or non-fleet broadcast channels discussed in this section.

It should be noted that simulation need not replicate events in minute detail. Therefore, the model offers areas of expansion as separate studies into particular subsections of the entire Naval Communications Processing and Routing System.

B. SUMMARY

In developing the NAVCOMPARS model the major concern was to simulate functional relationships. Two days of data was used only to generate statistics in order to observe the operation of the model. The functional representation of the model is in no way constrained by use of this data. The model is flexible because either observed

⁹ See Figure 2.

or theoretical data may be used to generate the empirical distributions that are the basis of the model's FUNCTION and VARIABLE statements.

This is a management tool of the "If-Then" type and, as such, is possibly the first of its kind for NAVCOMPARS. The observations made from actual simulation runs discussed in Section III indicates the power of this model to evaluate the many varying conditions which may occur at a NAVCOMPARS installation. The model considers fundamental parameters, such as number of messages, message length, precedence, processing times, and output transmissions times, and therefore is not dependent on the equipment currently used at NAVCOMPARS installations. However, as noted in this section, there exists potential for expansion which, when developed, will increase the usefulness of this model.

APPENDIX A
NAVCOMPARS MODEL: FLOW
DIAGRAM FOR GPSS PROGRAM

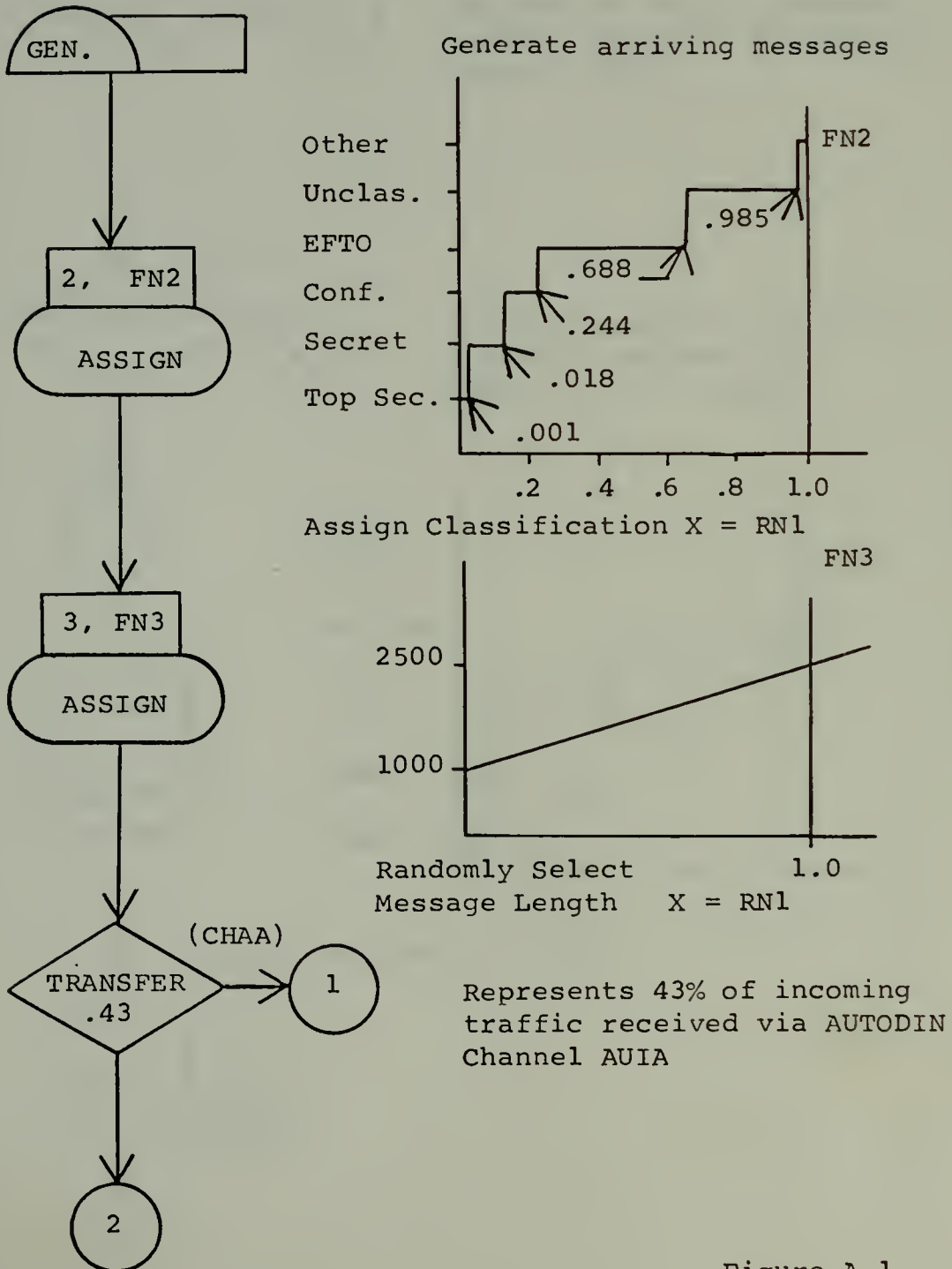
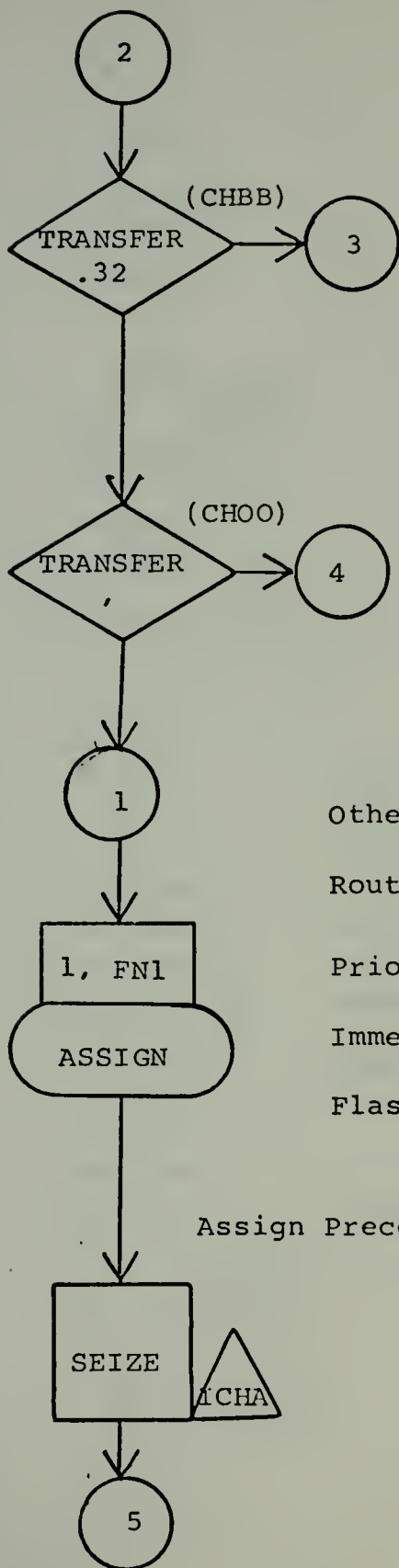
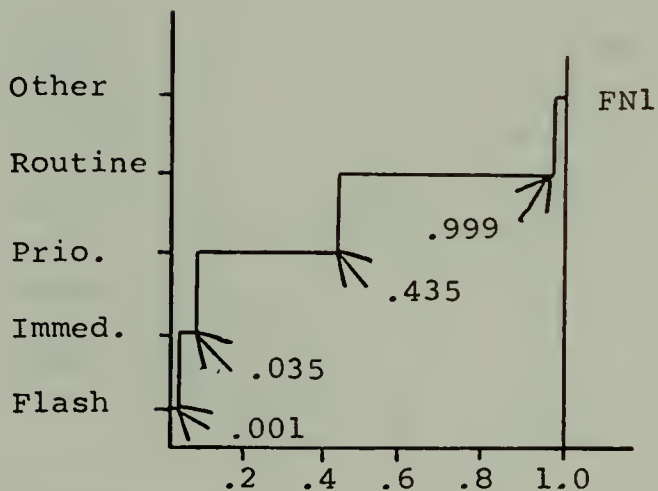


Figure A.1

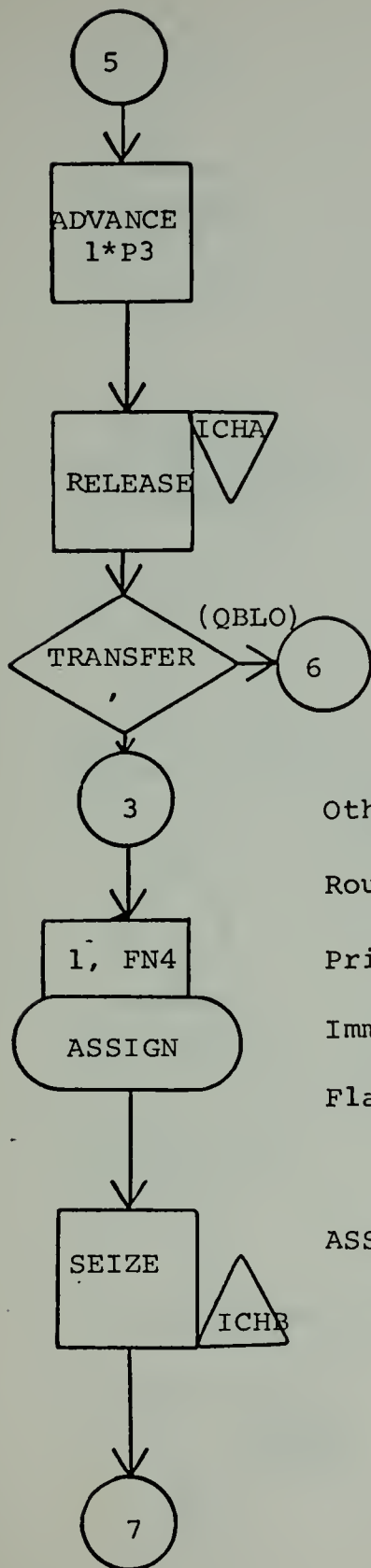


Represents 18% of incoming traffic received via AUTODIN Channel AUIB

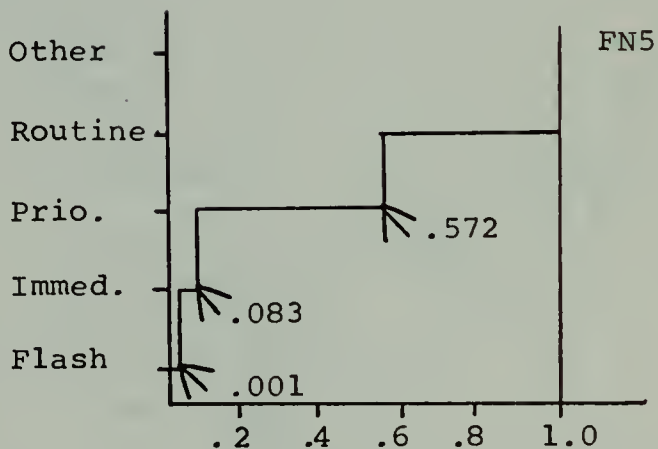
Represents 39% of incoming traffic received via assorted input means



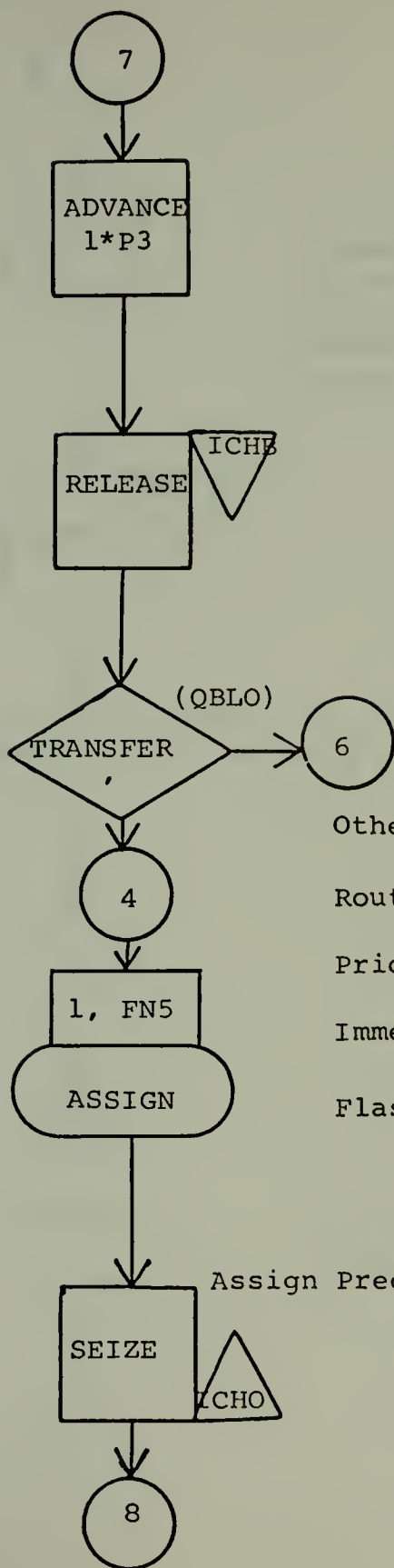
Assign Precedence X = RN1



Compute front-end processing
by advancing 1 millisecond
per character of each message



ASSIGN Precedence $X = RN1$



Compute front-end processing
by advancing 1 millisecond
per character of each
message

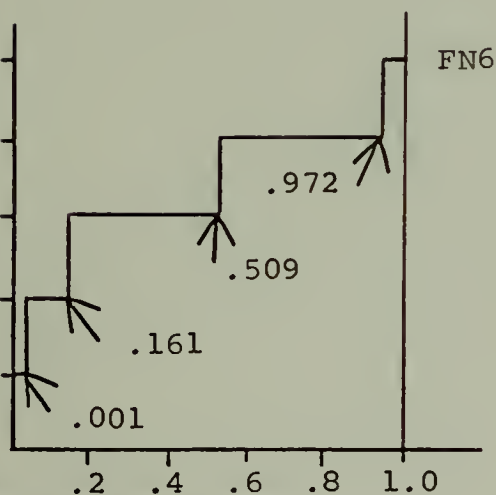
Other

Routine

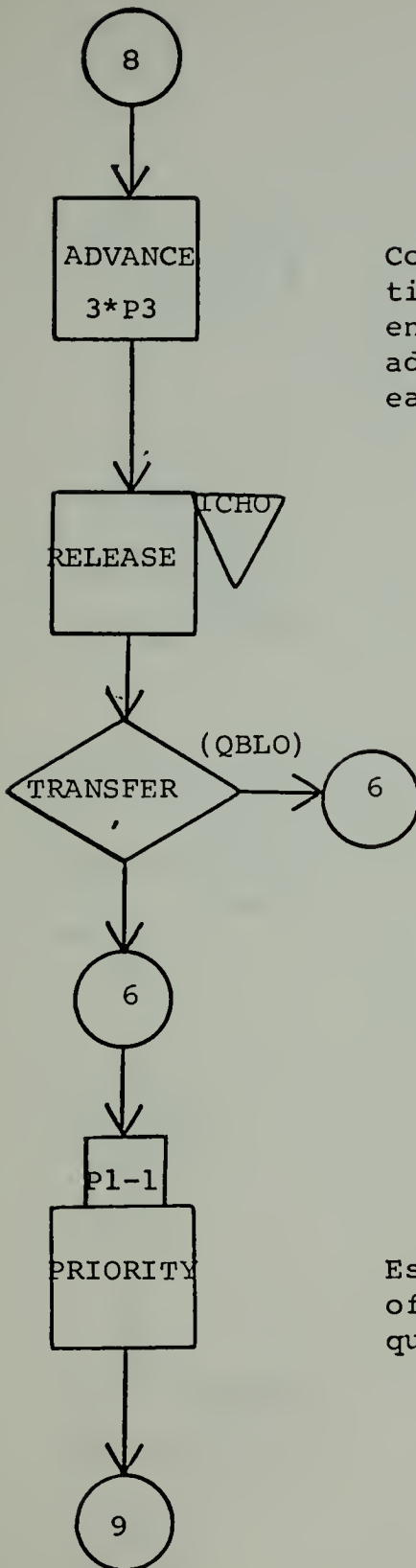
Prio.

Immed.

Flash



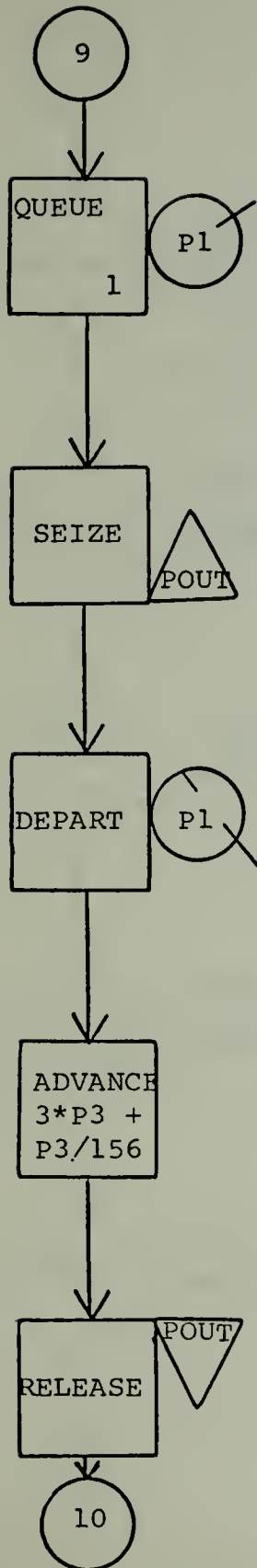
Assign Precedence X = RN1



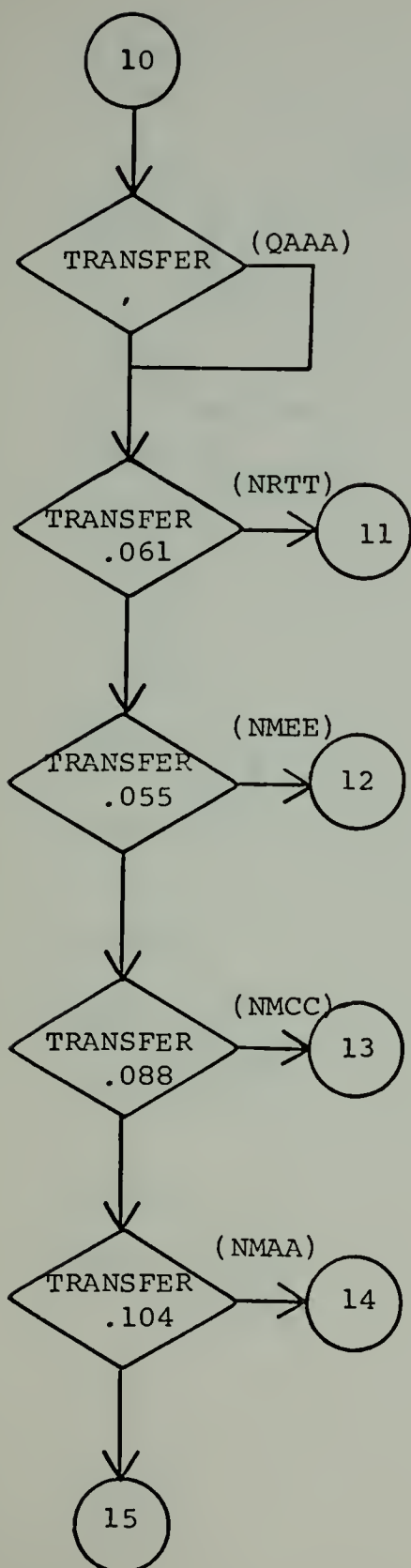
Compute message handling time for non-AUTODIN messages entering NAVCOMPARS by advancing 3 milliseconds per each character of the message

Establish message priority of precedence for proper queueing

*length of time
precedence established*



Computation for systems
Main Frame (Univac 70/45G)
processing time per message



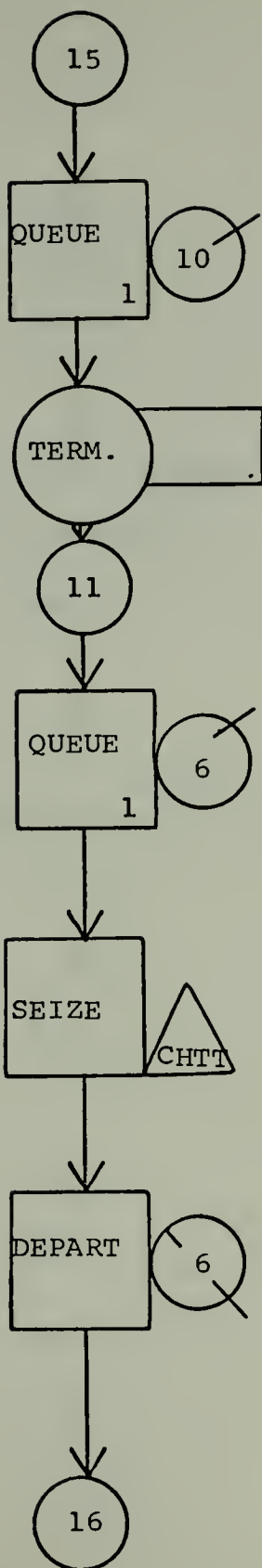
Transfer unconditionally
to the Fleet Broadcast
Output section

Transfer to Fleet Broad-
cast Channel NRTT

Transfer to Fleet Broad-
cast Channel NMEE

Transfer to Fleet Broad-
cast Channel NMCC

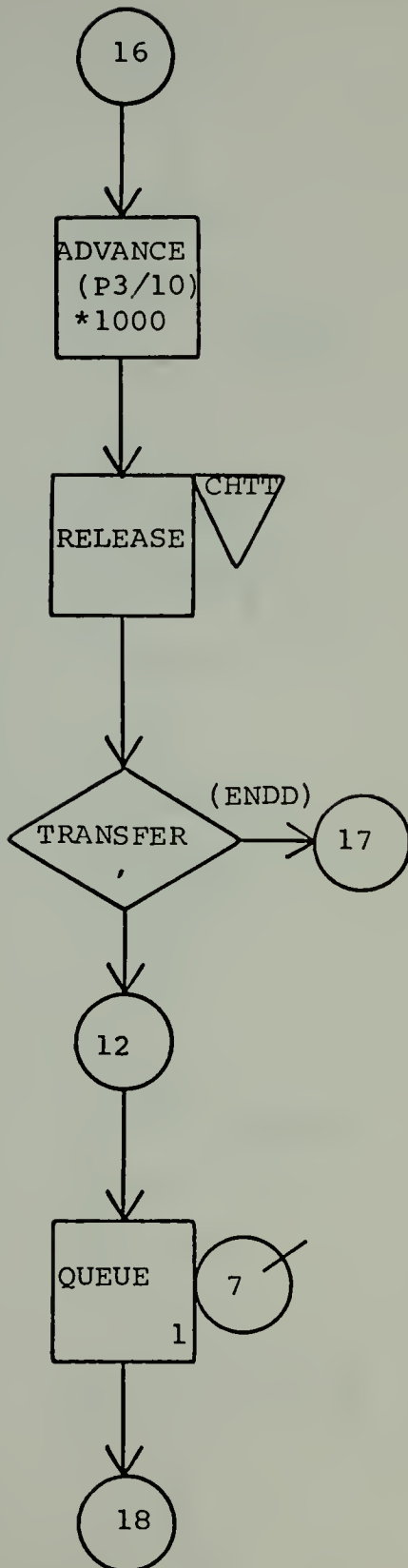
Transfer to Fleet Broad-
cast Channel NMAA



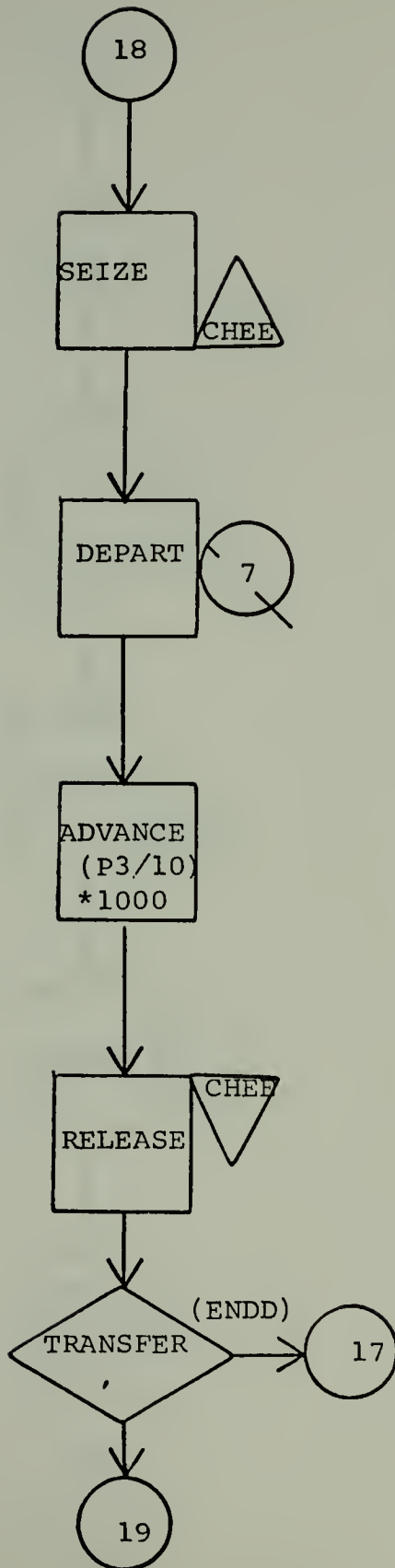
Queue DEAD for all other traffic going to output channel other than Fleet Broadcast

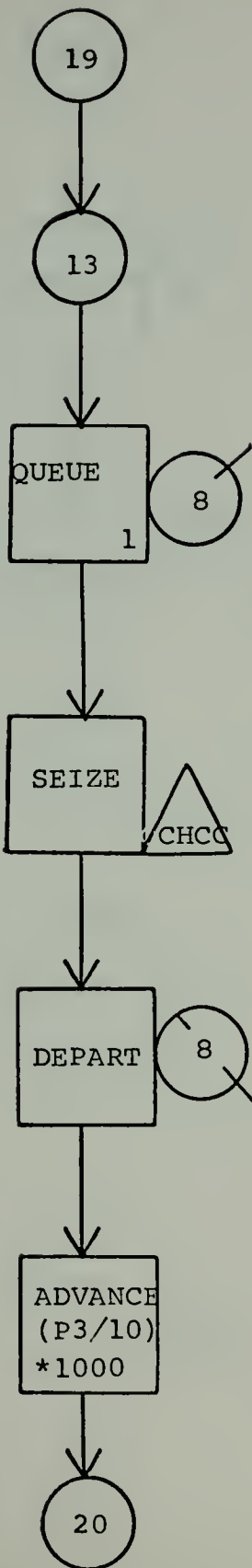
Termination of Queue 10

Output processing for Fleet Broadcast Channel NRTT

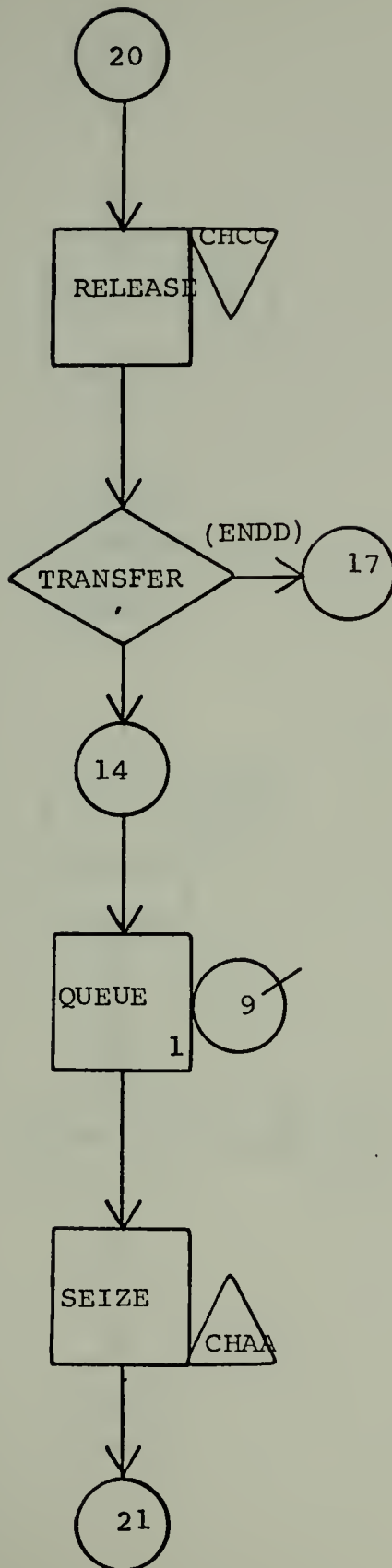


Output processing for
Fleet Broadcast Channel
NMEE

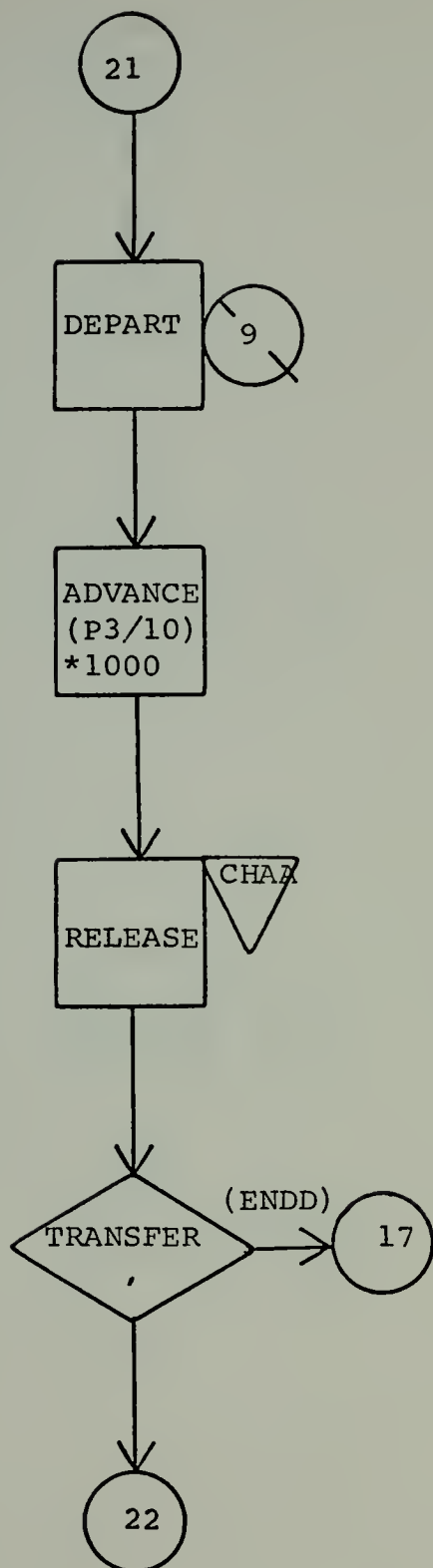


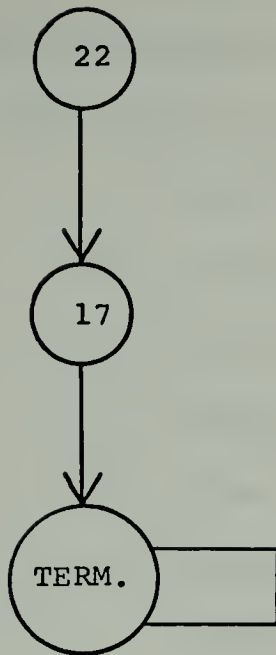


Output processing for
Fleet Broadcast Channel
NMCC

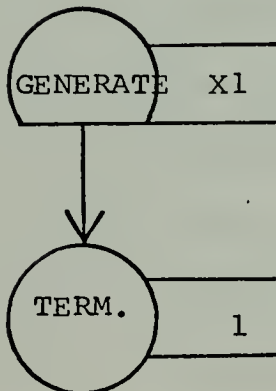


Output processing for
Fleet Broadcast Channel
NMAA





Terminate program



GENERATE: allow an expansion in the contents of the "Relative Clock" to equal 3600000 milliseconds, Note 1 clock unit equals 1 millisecond

Transactions flow into this TERMINATE clock one at a time decrementing the counter each time by one. When the counter equals zero the simulation stops for that specified time period

FLOWCHART SYMBOL DEFINITIONS

FUNCTION Statement Definitions:

FN1= AUTODIN Channel AUIA precedence function

- 1 = Flash Precedence
- 2 = Operational Immediate Precedence
- 3 = Priority Precedence
- 4 = Routine Precedence
- 5 = Other, i.e. those incoming messages which
could not be automatically identified with
respect to precedence.

FN2= Classification Function

- 1 = Top Secret
- 2 = Secret
- 3 = Confidential
- 4 = Encrypted for Transmission Only (EFTO)
- 5 = Unclassified
- 6 = Other, i.e., those incoming messages which
could not be automatically identified with
respect to classification.

FN3= Random generation for determination of message
length in characters.

FN4= AUTODIN Channel AUIB precedence function,
the same number assignment as FN1.

FN5= All other traffic function for incoming messages
by precedence, the same number assignment as FN1.

PARAMETERS:

- 1 = Precedence of messages by incoming channel
- 2 = Classification of message
- 3 = Message length in characters
- 4 = Not used
- 5 = Fleet broadcast output by channel

FACILITY SYMBOL DEFINITION:

ICHA = Incoming AUTODIN Channel 'A' (AUIA)
ICHB = Incoming AUTODIN Channel 'B' (AUIB)
ICHO = All other traffic incoming to NAVCOMPARS
POUT = Fleet broadcast channels out
CHAA = Fleet broadcast channel NMAA
CHCC = Fleet broadcast channel NMCC
CHEE = Fleet broadcast channel NMEE
CHTT = Fleet broadcast channel NRTT

PROGRAM SYMBOL DEFINITIONS:

CHAA = AUTODIN Channel 'A' front-end processing
CHBB = AUTODIN Channel 'B' front-end processing
CHOO = Other incoming traffic processing into
the system
QBLO = Main frame (UNIVAC 70/45G) processing time

QAAA = Computation for output transmission time
over fleet broadcast

NRTT = Fleet broadcast channel NRTT output processing

NMEE = Fleet broadcast channel NMEE output processing

NMCC = Fleet broadcast channel NMCC output processing

NMAA = Fleet broadcast channel NMAA output processing

GENERAL DEFINITIONS:

RN1 = RN is for Random Number Generation used in
GPSS/360 and is calculated from a set of eight
base numbers called SEEDS. The user can
specify any one of these seeds RN1-RN8.

FN = Designator used for FUNCTION, which is
basically a numerical value that is computed
from a rule defined by the user of either a
discrete or continuour function.

5

APPENDIX B

NAVCOMPARS MODEL GPSS PROGRAM

REALLOCATE XAC,6000,COM,400000

SIMULATE

INITIAL X1,3600000

DEFINE FUNCTIONS

1 FUNCTION RN1,D5
.001,5/.035,4/.435,3/.999,2/1.0,1
2 FUNCTION RN1,D6
.001,1/.018,2/.244,3/.688,4/.985,5/1.0,6
3 FUNCTION RN1,C2
.000,1000/1.0,2500
4 FUNCTION RN1,D4
.001,5/.083,4/.572,3/1.0,2
5 FUNCTION RN1,D5
.001,5/.061,4/.509,3/.972,2/1.0,1

DEFINE VARIABLES

CA VARIABLE FN1
CL VARIABLE FN2
MS VARIABLE FN3
CB VARIABLE FN4
CH VARIABLE FN5
HR VARIABLE 1*P3
OO VARIABLE 3*P3
PR VARIABLE P1-1
HT VARIABLE 3*P3+P3/156
OT VARIABLE (P3/10)*1000

MODEL PROGRAM

GEN
GENERATE 3596
ASSIGN 2,V\$CL
ASSIGN 3,V\$MS

CHANNEL 'A' PRECEDENCE

CLASSIFICATION

MSG LENGTH CHAR

CHANNEL B PRECEDENCE

OTHER CHANNEL INC. REC.

CHANNEL A PRECEDENCE

CLASSIFICATION

MSG LENGTH CHAR

CHANNEL B PRECEDENCE

OTHER CHANNEL PRECEDENCE

FRONT-END PROC COMPUTATION

OTHER CHAN F-E PROC

PRIORITY

3 MSEC EXEC PER CHAR MCPU

XMIT OUT COMPUTATION

ASSIGN CLASSIFICATION

ASSIGN MESSAGE LENGTH

TRANSFER	.43,NTRS,CHAA	CHANNEL 'A' INPUT
TRANSFER	.32,QOUT,CHBB	CHANNEL 'B' INPUT
TRANSFER	,CHOO	MISC. INCOMING MESSAGES
ASSIGN	1,V\$CA	CH. A FRONT-END PROC.
SEIZE	ICHA	
ADVANCE	V\$HR	
RELEASE	ICHA	
TRANSFER	,QBLO	
ASSIGN	1,V\$CB	CH. B. FRONT-END PROC.
SEIZE	ICHB	
ADVANCE	V\$HR	
RELEASE	ICHB	
TRANSFER	,QBLO	
ASSIGN	1,V\$CH	OTHER CH. FRONT-END PROC
SEIZE	ICHO	
ADVANCE	V\$OO	
RELEASE	ICHO	
TRANSFER	,QBLO	
PRIORITY	V\$PR	MAIN CPU PROC.
QUEUE	PL,1	
SEIZE	POUT	
DEPART	PL	
ADVANCE	V\$HT	
RELEASE	POUT	
TRANSFER	,QAAA	FLT. BCST. OUT
TRANSFER	.061,BCTE,NRTT	
TRANSFER	.055,BCTC,NMEE	
TRANSFER	.088,BCTA,NMCC	
TRANSFER	.104,DEAD,NMAA	
QUEUE	10,1	
TERMINATE		

NRTT	QUEUE	6,1	BCST. CH.	NRTT
	SEIZE	CHTT		
	DEPART	6		
	ADVANCE	V\$OT		
	RELEASE	CHTT		
	TRANSFER	,ENDD		
NMEE	QUEUE	7,1	BCST. CH.	NMEE
	SEIZE	CHEE		
	DEPART	7		
	ADVANCE	V\$OT		
	RELEASE	CHEE		
	TRANSFER	,ENDD		
NMCC	QUEUE	8,1	BCST. CH.	NMCC
	SEIZE	CHCC		
	DEPART	8		
	ADVANCE	V\$OT		
	RELEASE	CHCC		
	TRANSFER	,ENDD		
NMAA	QUEUE	9,1	BCST. CH.	NMAA
	SEIZE	CHAA		
	DEPART	9		
	ADVANCE	V\$OT		
	RELEASE	CHAA		
	TRANSFER	,ENDD		
ENDD	TERMINATE			
	GENERATE	X1		
	TERMINATE	1		
	START	1		

DATA REQUIREMENTS

END

*
*
*


```

*      INITIAL      X1,3600000
**
**      DEFINE FUNCTIONS
1      FUNCTION      RN1   D5
.001      5          .035      4          .435      3
.999      2          1.0        1
2      FUNCTION      RN1   D6
.001      1          .018      2          .244      3
.688      4          .985      5          1.0        6
3      FUNCTION      RN3   C2
.000      1000      1.0        2500
4      FUNCTION      RN1   D4
.001      5          .083      4          .572      3
1.0      2
5      FUNCTION      RN1   D5
.001      5          .061      4          .509      3
.972      2          1.0        1
*
**      DEFINE VARIABLES
**
1      VARIABLE      FN1
2      VARIABLE      FN2
3      VARIABLE      FN3
4      VARIABLE      FN4
5      VARIABLE      FN5
6      VARIABLE      1*P3
7      VARIABLE      3*P3
8      VARIABLE      P1-1
9      VARIABLE      3*P3+P3/156
10     VARIABLE      (P3/10)*1000
*
**      MODEL PROGRAM
**
1      GENERATE      3596
2      ASSIGN        2      V2
3      ASSIGN        3      V3
4      TRANSFER      .430  4      7
5      TRANSFER      .320  6      12
6      TRANSFER      17
7      ASSIGN        1      V1
8      SEIZE         1
9      ADVANCE       V7
10     RELEASE       1
11     TRANSFER      22
12     ASSIGN        1      V5
13     SEIZE         2
14     ADVANCE       V7
15     RELEASE       2
16     TRANSFER      22
17     ASSIGN        1      V6

```


18	SEIZE	3		
19	ADVANCE	V8		
20	RELEASE	3		
21	TRANSFER		22	
22	PRIORITY	V9		
23	QUEUE	P1	1	
24	SEIZE	4		
25	DEPART	P1		
26	ADVANCE	V10		
27	RELEASE	4		
28	TRANSFER		29	
29	TRANSFER	.061	30	35
30	TRANSFER	.055	31	41
31	TRANSFER	.088	32	47
32	TRANSFER	.104	33	53
33	QUEUE	10	1	
34	TERMINATE			
35	QUEUE	6	1	
36	SEIZE	5		
37	DEPART	6		
38	ADVANCE	V11		
39	RELEASE	5		
40	TRANSFER		59	
41	QUEUE	7	1	
42	SEIZE	6		
43	DEPART	7		
44	ADVANCE	V11		
45	RELEASE	6		
46	TRANSFER		59	
47	QUEUE	8	1	
48	SEIZE	7		
49	DEPART	8		
50	ADVANCE	V11		
51	RELEASE	7		
52	TRANSFER		59	
53	QUEUE	9	1	
54	SEIZE	8		
55	DEPART	9		
56	ADVANCE	V11		
57	RELEASE	8		
58	TRANSFER		59	
59	TERMINATE			
60	GENERATE	X1		
61	TERMINATE	1		
	START	1		

APPENDIX C

NAVCOMPARS MODEL STATISTICAL DEVELOPMENT

INCOMING TRAFFIC STATISTICAL PRESENTATION

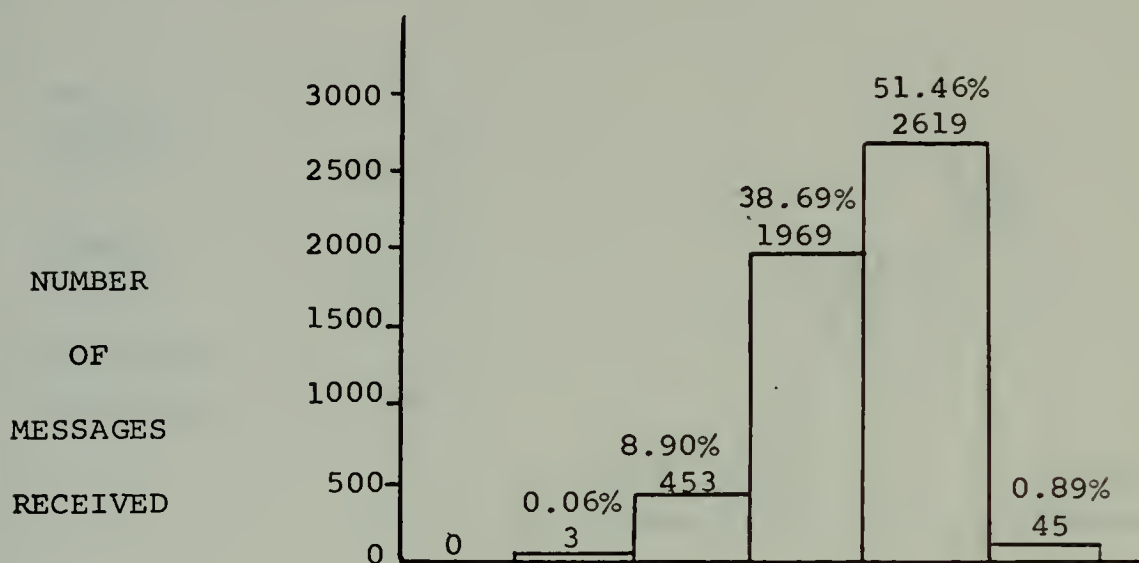
In order to exercise the model to ascertain its usability, statistics were generated from two separate days activities at NAVCOMPARS Norfolk, Va. While only two days data points were used to test the model's validity, an assumption is warranted to refine the output, increase the number of data points used as input.

Figure C.1 shows the total incoming traffic received by precedence over a two-day period. Figure C.2 and C.3 displays the AUTODIN input over two days. Function one (FN1) and function five (FN5) are cumulative distributions of the arithmetic means of two days input via AUTODIN channels AU1A and AU1B respectively, see Appendix A. Function six (FN6) is a cumulative distribution by precedence of all other incoming traffic determined by the difference of AUTODIN input and the total traffic received over the two day period, see Appendix A.

NAVCOMPARS TOTAL MESSAGES

RECEIVED BY PRECEDENCE

7 MAY 1974



17 AUGUST 1973

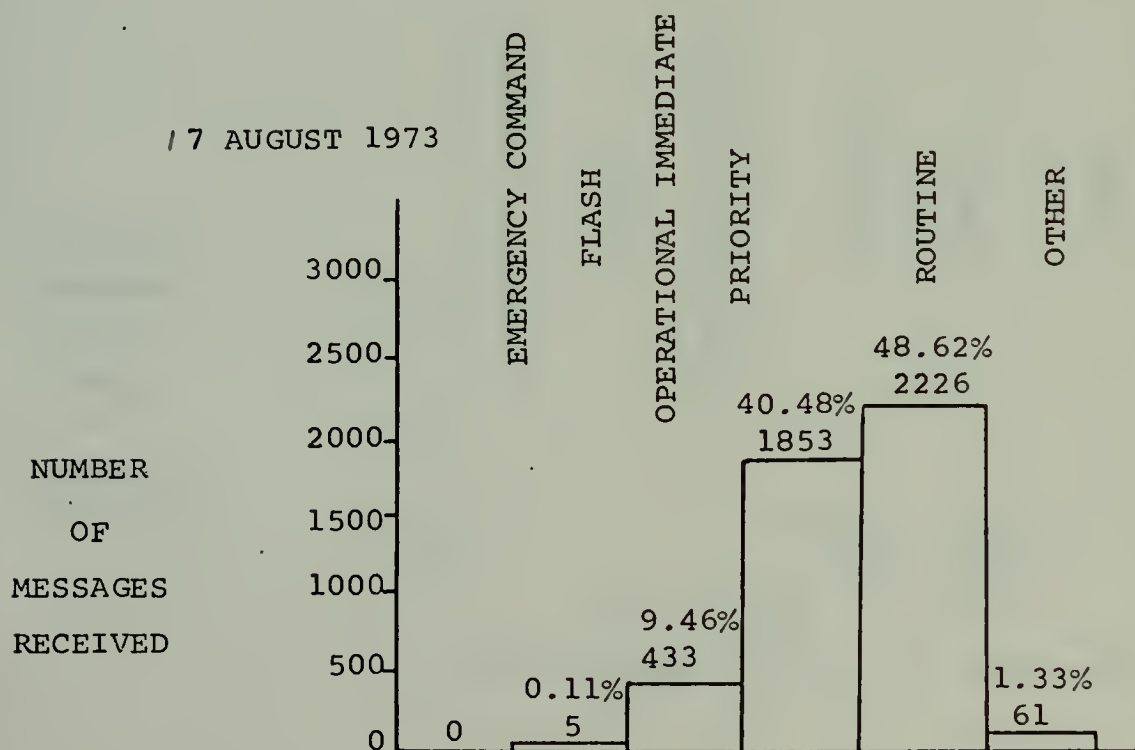


Figure C.1

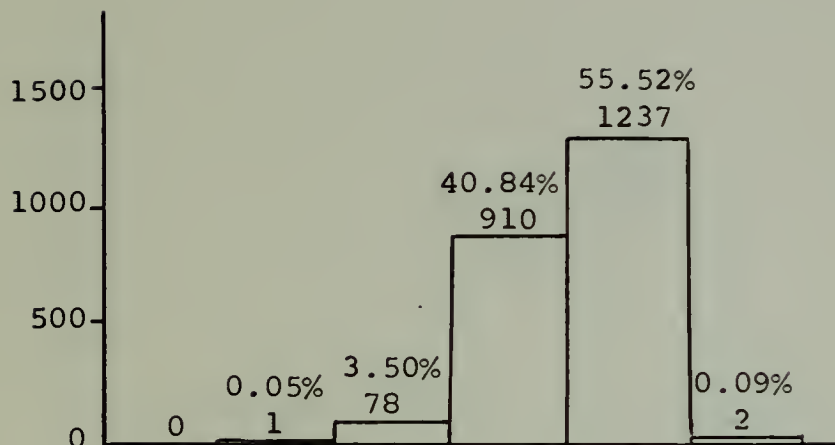
MESSAGES RECEIVED

VIA AUTODIN

7 MAY 1974

AUTODIN
CHANNEL
AUIA

NUMBER
OF
MESSAGES
RECEIVED



AUTODIN
CHANNEL
AUIB

NUMBER
OF
MESSAGES
RECEIVED

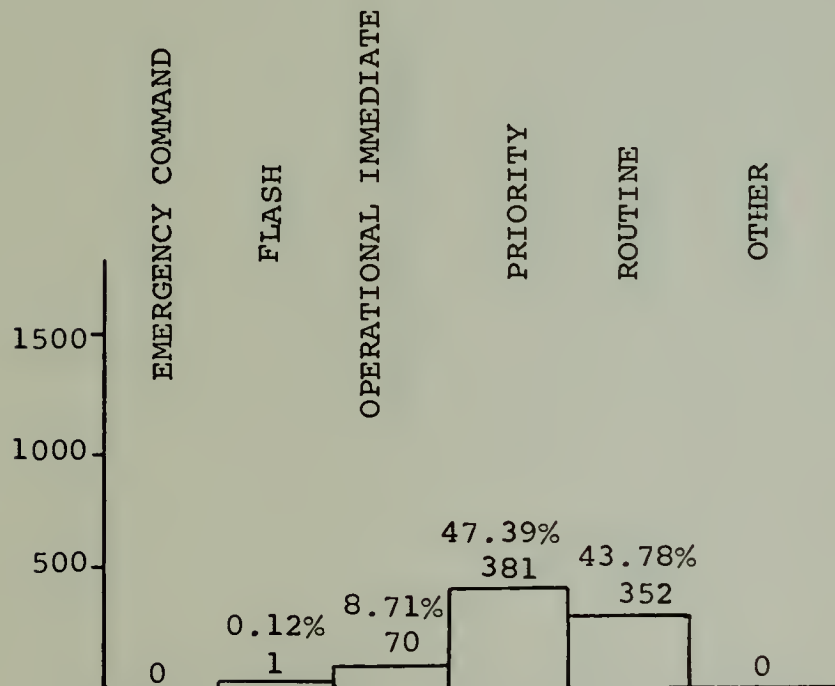


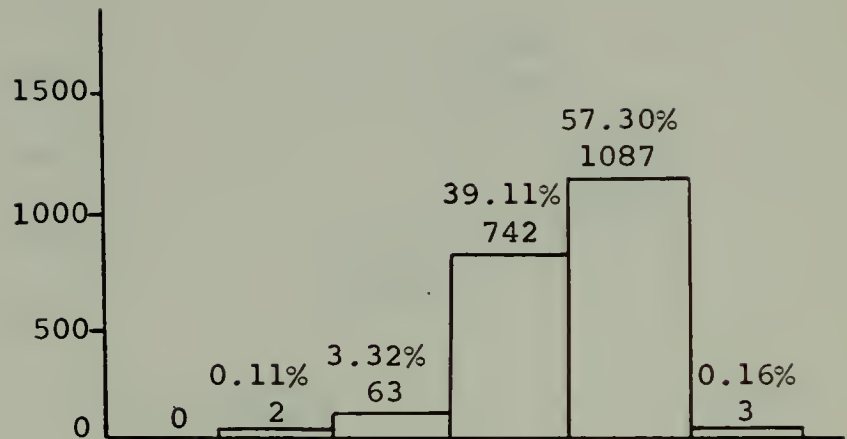
Figure C.2

MESSAGES RECEIVED

VIA AUTODIN

17 AUGUST 1973

AUTODIN
CHANNEL
AUIA
NUMBER
OF
MESSAGES
RECEIVED



AUTODIN
CHANNEL
AUIB
NUMBER
OF
MESSAGES
RECEIVED

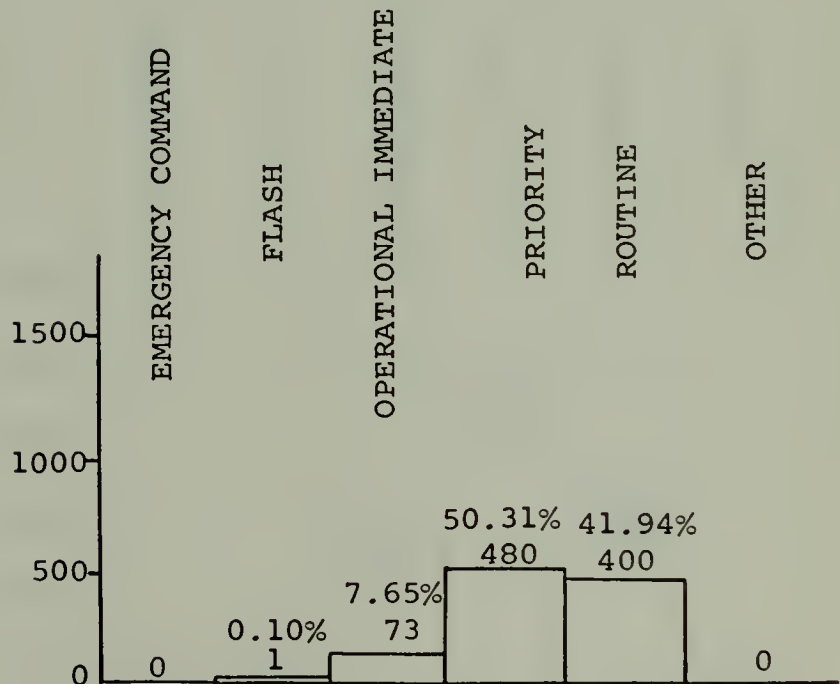
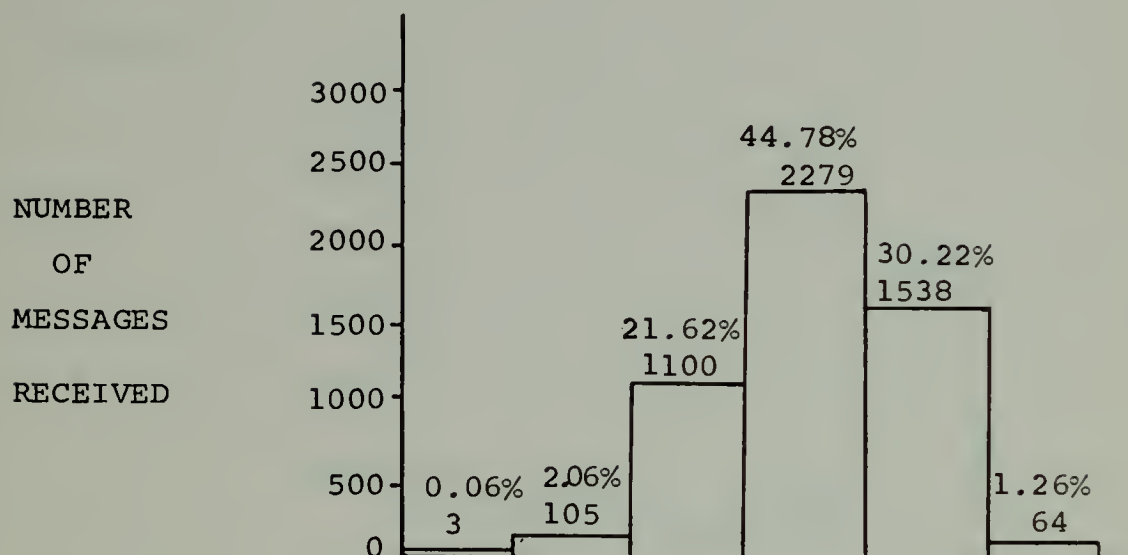


Figure C.3

NAVCOMPARS TOTAL MESSAGES
RECEIVED BY CLASSIFICATION

7 MAY 1974



17 AUGUST 1973

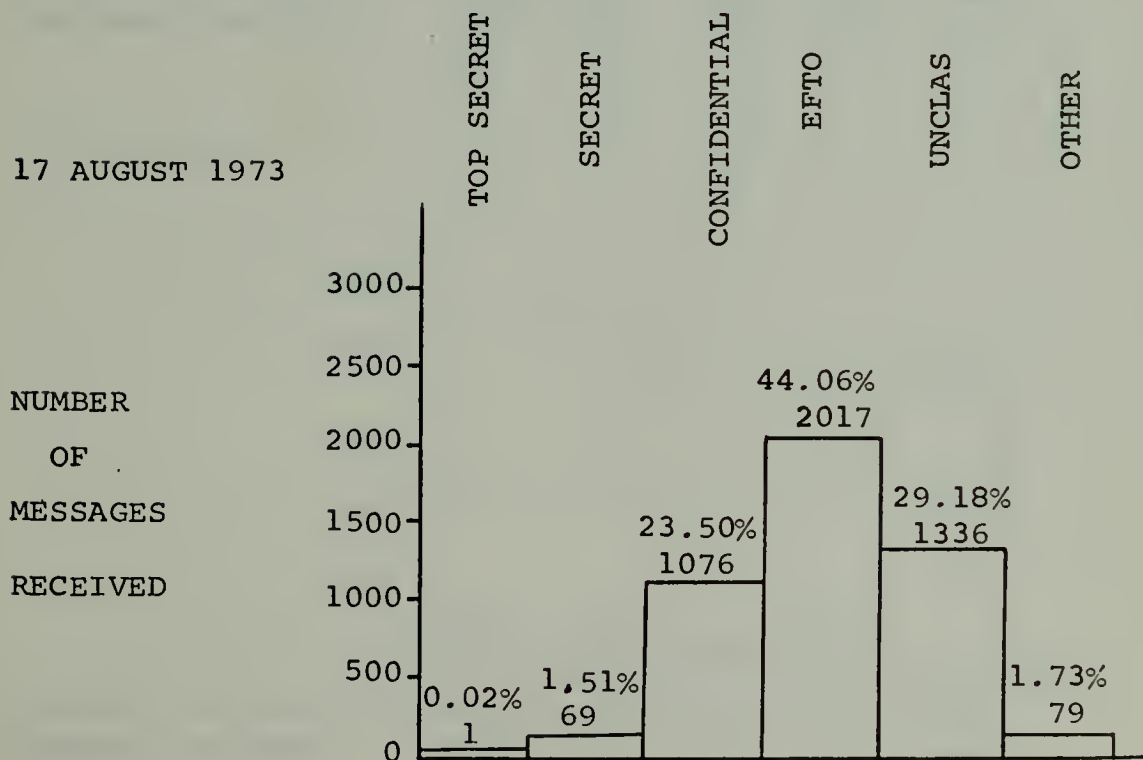
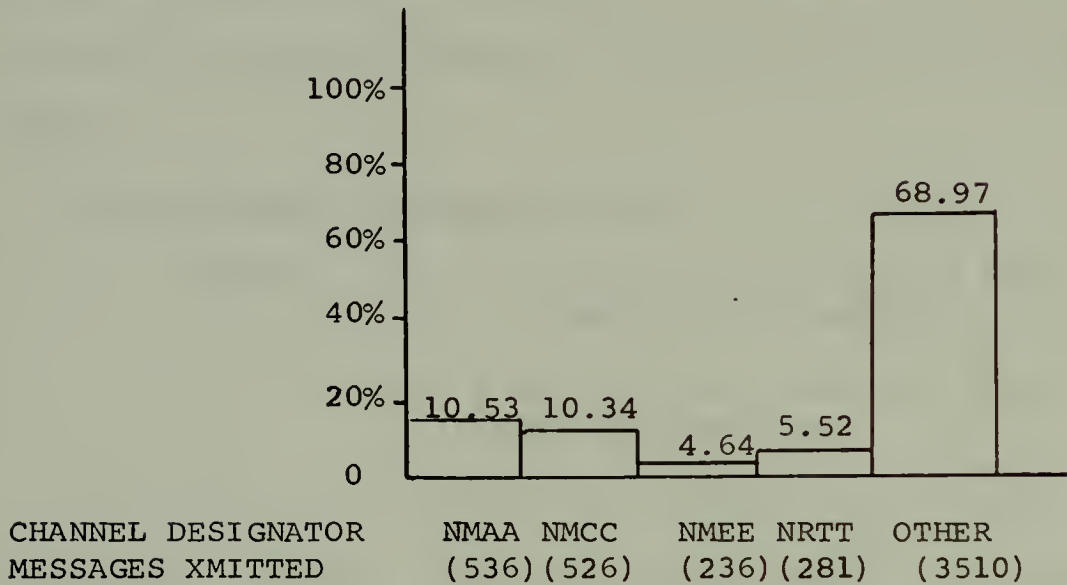


Figure C.4

FLEET BROADCAST OUTPUT CHANNELS
(By Percent of Messages per Channel)

7 MAY 1974



17 AUGUST 1973

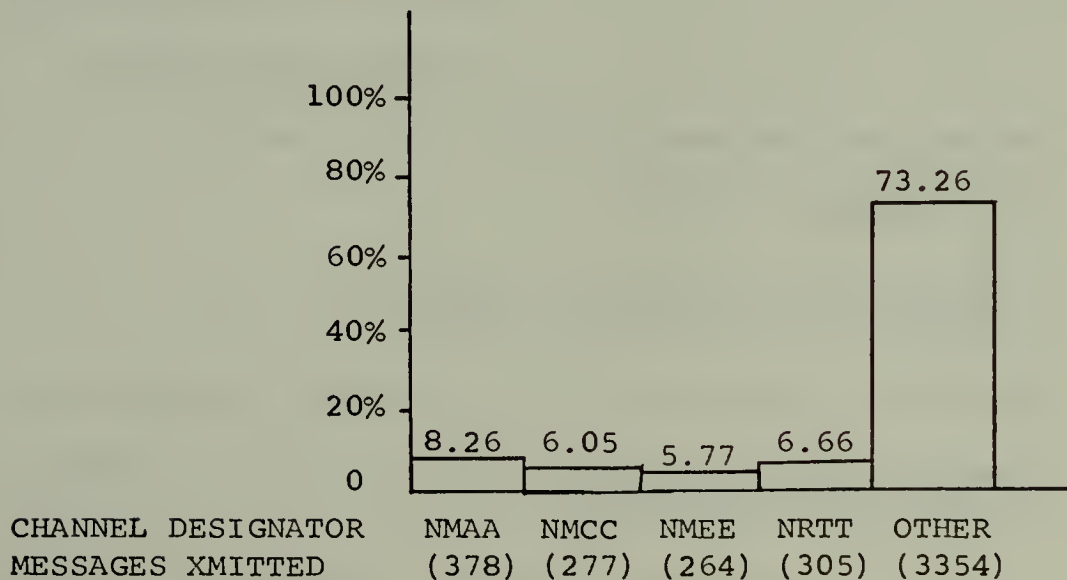


Figure C.5

MAIN FRAME (UNIVAC 70/45G)

PROCESSING TIME COMPUTATION

The Main Frame processing time is the combination of the main computer (UNIVAC 70/45G) processing time plus the transfer rate from disk storage, i.e., the storage area to which an incoming message is routed via the ACC (UNIVAC 1600).

Main Computer Processing Time:

Assume: (a) 400 instructions required per character throughput

(a) x (b) (b) 8 microseconds execution time per instruction

Therefore 3.2 milliseconds is required per character throughput. However 3 milliseconds was used in the GPSS program (Variable HT) due to the requirement of GPSS to use integers as variables.

Disk Transfer Time:

Assume: (a) 156,000 characters per second transfer rate from disk to main processor

Therefore $\left(\frac{156000 \text{ characters per second}}{1000 \text{ milliseconds per second}} \right)$ equals

156 characters transferred per millisecond to the main processor, thus the relation $\frac{\text{message character length}}{156 \text{ characters/msecond}}$

equals the transfer time in milliseconds.

Parameter three (P3) in the GPSS program equals the incoming message length, therefore total processing time is equal to: $(3 \times P3) + (P3/156) \{\text{Variable HT}\}$.

7
computer
processing
time
200 X P3
time

FLEET BROADCAST OUTPUT

CHANNEL TRANSMIT COMPUTATION

Known: (a) Transmit speed of fleet broadcast
teletypewriter = 100 words per minute.

Assume: (a) Six characters per word as average

Therefore 600 characters per minute

Then 600 characters per minute \div 60 seconds per
minute = 10 characters per second

Parameter 3 (P3) = message length in characters

Then $\frac{P3}{10 \text{ characters per second}} = \text{seconds per message}$

transmission time X 1000 milliseconds per second =
transmission time in milliseconds per message.

Therefore Variable OT in GPSS program equals

$$\frac{(P3) \times 1000}{(10)}$$

APPENDIX D

GPSS GENERATED STATISTICS

GPSS STATISTICAL PRINTOUT DISCUSSION:

On the first line of a GPSS printout there appears the "Relative Clock" and "Absolute Clock" values. The Relative Clock measures simulated time since the model was last CLEARED. If no RESET cards have been used, the Absolute Clock will equal the Relative Clock and thus provide no additional information. In this model one clock unit equals one millisecond.

The "Block Count" information shows a running account of transaction movements in total, and the number of transactions remaining in a block upon conclusion of the simulated time, denoted "Current". Block numbers correspond to the compiled program.¹⁰ See Figure D.1.

GPSS NAVCOMPARS MODEL PRINTOUT TERMS:

ICHA = Incoming facility channel 'A', which accounts for 43% of all incoming traffic in this model.

ICHB = Incoming facility channel 'B', which accounts for 18% of all incoming traffic in this model.

¹⁰ See Appendix B.

ICHO = Incoming facility of various inputs into the
NAVCOMPARS, which accounts for 39% of all
incoming traffic in this model.

CHTT = Outgoing facility fleet broadcast channel NRTT
which accounts for 6.1% of all outgoing traffic.

CHEE = Outgoing facility fleet broadcast channel NMEE
which accounts for 5.2% of all outgoing traffic.

CHCC = Outgoing facility fleet broadcast channel NMCC
which accounts for 8.3% of all outgoing traffic.

CHAA = Outgoing facility fleet broadcast channel NMAA
which accounts for 9.5% of all outgoing traffic.

Facility 6 = Fleet broadcast channel NRTT

Facility 7 = Fleet broadcast channel NMEE

Facility 8 = Fleet broadcast channel NMCC

Facility 9 = Fleet broadcast channel NMAA

Facility 10 = Other means of traffic exiting NAVCOMPARS
not considered by this model.

Queue 1 = Those transactions whose precedence could
not automatically be identified and thus
was not considered in this model.

Queue 2 = Routine precedence traffic

Queue 3 = Priority precedence traffic

Queue 4 = Operational immediate precedence traffic

Queue 5 = Flash precedence traffic

Queue 6 = Fleet broadcast channel NRTT

Queue 7 = Fleet broadcast channel NMEE

Queue 8 = Fleet broadcast channel NMCC

Queue 9 = Fleet broadcast channel NMAA

Queue 10= Other output channels, not considered
in this model.

APPENDIX E

TWENTY FOUR HOUR SIMULATION OF TEST DATA

RELATIVE CLOCK				3600000				ABSOLUTE CLOCK				3600000			
BLOCK COUNTS	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
1	0	249	0	98	21	97	0	97	21	97	0	97	31	220	13
2	0	249	0	54	22	249	0	249	32	209	0	209	42	185	13
3	0	249	0	54	23	249	0	249	33	185	0	185	43	13	13
4	0	249	0	54	24	249	0	249	34	13	0	13	44	13	13
5	0	249	0	54	25	249	0	249	35	13	0	13	45	12	12
6	0	249	0	54	26	249	0	249	36	13	0	13	46	12	12
7	0	249	0	97	27	249	0	249	37	13	0	13	47	12	12
8	0	249	0	97	28	249	0	249	38	12	0	12	48	12	12
9	0	249	0	97	29	249	0	249	39	12	0	12	49	12	12
10	0	249	0	97	30	235	0	235	40	12	0	12	50	12	12
BLOCK CURRENT	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
51	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
52	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
53	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
54	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
55	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
56	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
57	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
58	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
59	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0
60	0	11	61	1	0	1	0	1	0	1	0	1	0	1	0

FACILITY	UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRANS	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.	VALUE	NR.	VALUE	NR.	VALUE	NR.
ICHA	.055	58	1813.856	15							
ICMB	.025	54	1672.703	11							
ICMC	.144	97	5354.535	16							
ICUT	.368	249	5326.664	5							
CPUT	.686	13	189577.562								
CEEE	.616	13	170624.375								
CECC	.547	12	164271.750								
CPAA	.772	16	173733.625								

CONTENTS OF FULLCLOCK	SAVEVALUES	NR.	VALUE	NR.	VALUE	NR.	VALUE	NR.	VALUE	NR.	VALUE
SAVEVALUE	1	3600000									

CLEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	8	125	100.0	.000		
2	1	.000	104	104	100.0	.000		
3	1	.000	12	12	100.0	.000		
4	1	.000	14	14	100.0	.000		
5	1	.000	15	15	100.0	.000		
6	1	.000	14	14	100.0	.000		
7	1	.000	14	14	100.0	.000		
8	1	.000	14	14	100.0	.000		
9	1	.000	14	14	100.0	.000		
10	185	97.000	185	185	100.0	23832.5812	1	1
11	185	97.000	185	185	100.0	16973.250	2	2
12	185	97.000	185	185	100.0	18305.562	3	3
13	185	97.000	185	185	100.0	45361.062	4	4
14	185	97.000	185	185	100.0	188807.000	5	5

DATA REQUIREMENTS	GENERATE	START
1	12034	1

RELATIVE CLOCK				ABSOLUTE CLOCK				7200000			
BLOCK CURRENT	BLOCK CURRENT	TOTAL	BLOCK CURRENT	BLOCK CURRENT	TOTAL	BLOCK CURRENT	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
1 0	11	548	0	21	231	0	21	212	0	212	0
2 0	12	548	0	22	104	0	22	547	0	547	0
3 0	13	548	0	23	104	0	23	547	0	547	0
4 0	14	548	0	24	104	0	24	547	0	547	0
5 0	15	548	0	25	104	0	25	547	0	547	0
6 0	16	548	0	26	104	0	26	547	0	547	0
7 0	17	548	0	27	213	0	27	547	0	547	0
8 0	18	548	0	28	213	0	28	547	0	547	0
9 0	19	548	0	29	213	0	29	547	0	547	0
10 0	20	548	0	30	212	0	30	510	0	510	0
TOTAL	TOTAL	548	TOTAL	TOTAL	212	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL
21 25	61	25	0	2	2	0	0	0	0	0	0
22 41	35	41	0	3	35	0	3	35	0	35	0
23 35	35	35	0	3	35	0	3	35	0	35	0
24 35	35	35	0	3	35	0	3	35	0	35	0
25 35	35	35	0	3	35	0	3	35	0	35	0
26 35	35	35	0	3	35	0	3	35	0	35	0
27 35	35	35	0	3	35	0	3	35	0	35	0
28 35	35	35	0	3	35	0	3	35	0	35	0
29 35	35	35	0	3	35	0	3	35	0	35	0
30 127	127	127	0	2	2	0	2	2	0	2	0

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.
ICMA	.056	231	1757.718	7	
ICMB	.056	104	1629.576		
ICMC	.156	213	5283.437		
ICMD	.398	547	5243.839	14	
ICME	.843	34	178520.812	9	
ICMF	.581	27	181814.812	19	
ICMG	.717	30	172797.812		
ICMH	.885	35	163563.000		

CONTENTS OF FULLWORD	SAVEVALUES	NR.	VALUE	NR.	VALUE
SAVEVALUE	1	3600000			

CLEU	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	SAVEVALUE	NR.	VALUE	NR.	VALUE
1	1	.000	12	12	100.0	4.048	542.500				
2	1	.000	268	268	99.2	11.375	855.000				
3	1	.000	234	234	98.7	10.375	310.000				
4	1	.000	37	37	96.6	360287.375	453891.375				
5	2	1.554	27	14	51.8	104399.250	216825.250				
6	2	.351	27	14	51.8	206286.125	275035.500				
7	4	.516	32	3	25.0	603614.875	618702.375				
8	7	3.437	41	1	2.4	3450161.000	3450163.000				
9	10	156.467	410	0	0.0						
10	410	156.467	410	0	0.0						
1	1	16978	16978	0	0.0						

RELATIVE CLOCK		ABSOLUTE CLOCK		14400000	
BLOCK	CURRENT	BLOCK	CURRENT	TOTAL	BLOCK
1	0	11	21	425	21
2	0	12	22	177	22
3	0	13	23	177	23
4	0	14	24	177	24
5	0	15	25	177	25
6	0	16	26	177	26
7	0	17	27	408	27
8	0	18	28	408	28
9	0	19	29	408	29
10	0	20	30	408	30
TOTAL		TOTAL		TOTAL	
63		61		4	
52		71		70	
53		70		70	
54		70		70	
55		70		70	
56		70		70	
57		70		70	
58		70		70	
59		70		70	
60		70		70	

TOTAL	BLOCK	CURRENT	TOTAL
898	31	0	408
833	32	0	1010
762	33	0	1010
68	34	0	1010
66	35	0	1010
66	36	0	1010
68	37	0	1010
68	38	0	1010
68	39	0	1010
65	40	0	942
TOTAL			
898			408
833			1010
762			1010
68			1010
66			1010
66			1010
68			1010
68			1010
68			1010
65			942
TOTAL			
898			408
833			1010
762			1010
68			1010
66			1010
66			1010
68			1010
68			1010
68			1010
65			942

FACILITY	UTILIZATION	AVERAGE	NUMBER	AVERAGE	SEIZING	PREEMPTING
		TIME/TRAN	ENTRIES	TIME/TRAN	TRANS. NO.	TRANS. NO.
ICHA	.052	1766.248	425	1766.248		
ICHC	.021	1721.000	177	1721.000		
ICFC	.151	5347.519	408	5347.519		
PCUT	.372	5305.531	1010	5305.531		
CHYT	.812	177401.000	66	177401.000	21	
CFEE	.512	177821.562	42	177821.562	17	
CHCC	.773	174599.250	64	174599.250	8	
CHAA	.055	176090.502	70	176090.502	9	

CONTENTS OF FULLWCRU	SAVEVALUES	(NON-ZERO)	NR,	VALUE	NR,	VALUE
SAVEVALUE	NR,					
1	36CC00C					

CLEU	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	22	21	100.0	.000	.000		
2	1	.000	513	511	99.6	2.115	542.500		
3	1	.000	419	416	99.2	6.436	855.000		
4	1	.000	54	53	98.1	5.740	310.000		
5	1	.000	2	2	100.0	.000	.000		
6	6	1.341	68	13	19.1	254618.000	364255.002		2
7	4	.333	44	24	54.5	109067.500	239946.562		2
8	4	.648	65	17	26.1	167864.750	254700.187		1
9	7	2.110	71	9	12.6	42011.437	290256.687		1
10	762	387.281	762	762	100.0	7356508.000	7356509.000		762
1	AVERAGE TIME/TRANS = 20120								
	GENERATE								
	START								

RELATIVE CLOCK		ABSOLUTE CLOCK		18000000	
BLOCK	CURRENT	BLOCK	CURRENT	BLOCK	CURRENT
1	0	11	0	21	0
2	0	12	0	22	0
3	0	13	0	23	0
4	0	14	0	24	0
5	0	15	0	25	0
6	0	16	0	26	0
7	0	17	0	27	0
8	0	18	0	28	0
9	0	19	0	29	0
10	0	20	0	30	0
TOTAL	0	TOTAL	0	TOTAL	0
1188		501		474	
1188		213		1188	
1188		213		1188	
1188		213		1188	
687		213		1188	
474		213		1188	
501		474		1188	
501		474		1188	
501		474		1188	
TOTAL	0	TOTAL	5	TOTAL	1105
74		5		1105	
74				1105	
82				1105	
86				1105	
86				1105	
86				1105	
86				1105	
86				1105	
292				1105	
5				1105	

TOTAL	BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL
1054	31	0	474	21	0	1054	41	0	51
576	32	0	1188	22	0	576	42	0	51
890	33	0	1188	23	0	890	43	0	51
83	34	0	1188	24	0	83	44	0	50
83	35	0	1188	25	0	83	45	0	50
83	36	0	1188	26	0	83	46	0	50
83	37	0	1188	27	0	83	47	0	50
83	38	0	1188	28	0	83	48	0	75
83	39	0	1188	29	0	83	49	0	75
82	40	0	1105	30	0	82	50	1	75
TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.
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ICHA	.045	501	1766.353		
ICMC	.020	213	1721.600		
ICMC	.135	414	3303.635		
PCUT	.347	1188	3293.839		
CHIT	.604	83	175631.250	19	
CFEE	.503	51	179341.437	4	
CFCC	.733	75	177254.750	20	
CFAA	.834	86	174697.625		

CONTENTS OF FULLWORD SAVEVALUES (NON-ZERO)	NR.	VALUE	NR.	VALUE
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NR.	VALUE
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CONTENTS OF FULLWORD SAVEVALUES (NON-ZERO)	NR.	VALUE	NR.	VALUE
1	360000			

QUEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	AVERAGE \$/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	24	24	100.0	1.000	542.500		
2	1	.000	602	600	99.6	1.802	855.000		
3	1	.000	494	491	99.3	5.459	310.000		
4	1	.000	66	65	98.4	4.696	356642.750		
5	1	.000	2	2	100.0	.000	253421.562		
6	6	1.347	83	15	18.0	252189.187	246201.875		
7	4	.292	51	30	58.8	104350.000	436816.375		
8	4	.765	73	22	28.2	176760.312	9633322.000		
9	7	1.795	86	12	13.9	375865.187			
10	890	476.317	890	12	1.3	4633319.000			
1	1	25707	1	1	100.0	9633322.000			

RELATIVE CLOCK			ABSOLUTE CLOCK			216C0000		
BLOCK COUNTS	BLOCK CURRENT	TOTAL	BLOCK COUNTS	BLOCK CURRENT	TOTAL	BLOCK COUNTS	BLOCK CURRENT	TOTAL
1	0	128	11	0	555	21	0	531
2	0	135	12	0	241	22	0	1327
3	0	135	13	0	241	23	0	1327
4	0	135	14	0	241	24	0	1327
5	0	172	15	0	241	25	0	1327
6	0	531	16	0	241	26	0	1327
7	0	536	17	0	531	27	0	1327
8	0	556	18	0	531	28	0	1327
9	1	556	19	0	531	29	0	1327
10	0	555	20	0	531	30	0	1233
BLOCK CURRENT		TOTAL	BLOCK CURRENT		TOTAL	BLOCK CURRENT		TOTAL
51	0	69	61	0	6			
52	0	85						
53	0	95						
54	0	95						
55	0	95						
56	1	95						
57	0	94						
58	0	94						
59	0	326						
60	0							

BLOCK COUNTS	BLOCK CURRENT	TOTAL	BLOCK COUNTS	BLOCK CURRENT	TOTAL	ELCK CURRENT	ELCK CURRENT	TOTAL
1	0	174	31	0	1174	41	0	59
2	0	184	32	0	989	42	0	59
3	0	989	33	0	989	43	0	59
4	0	94	34	0	94	44	0	59
5	0	94	35	0	94	45	0	59
6	0	94	36	0	94	46	0	59
7	0	94	37	0	94	47	0	90
8	0	94	38	0	94	48	0	90
9	0	94	39	0	94	49	0	90
10	0	94	40	0	94	50	1	90
BLOCK CURRENT		TOTAL	BLOCK CURRENT		TOTAL	ELCK CURRENT		TOTAL
51	0							
52	0							
53	0							
54	0							
55	0							
56	0							
57	0							
58	0							
59	0							
60	0							

FACILITY	UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.
ICHA	045	559	1760.674	6	
ICBE	015	241	1720.315		
ICBE	015	531	5114.202		
PCUT	075	1327	2298.892		
CPUT	075	59	179522.875		
CPFE	091	59	179146.562	8	
CHCC	073	90	175318.250	16	
CHAA	075	95	171724.502		

CONTENTS OF FULLWORD	NR.	VALUE	NR.	VALUE	NR.	VALUE
SAVEVALUE	1	36C000C				

CUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	0.000	26	26	100.0	1.000	0.000		
2	1	0.000	674	672	99.7	1.609	542.500		
3	1	0.000	549	543	99.4	4.935	845.000		
4	1	0.000	79	78	98.7	3.924	310.000		
5	1	0.000	2	2	100.0	0.000	0.000		
6	6	1.162	94	21	22.3	267046.500	343868.187		
7	4	0.274	59	34	57.6	10010.687	237441.312		
8	4	0.701	90	26	28.8	168361.562	236758.437		
9	7	1.213	95	17	17.8	344054.062	419040.250		
10	989	1.213	989	17	1.7	2053103.000	2693106.000		989
1	GENERATE START	252.707	89	EXCLUDING ZERO ENTRIES					
		23364							

RELATIVE CLOCK				ABSOLUTE CLOCK				25200000			
BLOCK COUNTS				BLOCK CURRENT				BLOCK CURRENT			
BLOCK	CURRENT	TOTAL	BLCK	BLOCK	CURRENT	TOTAL	BLCK	BLOCK	CURRENT	TOTAL	BLCK
1	0	1482	11	0	619	21	0	0	592	1317	0
2	0	1482	12	0	271	22	0	0	1482	1216	41
3	0	1482	13	0	271	23	0	0	1482	1113	42
4	0	1482	14	0	271	24	0	0	1482	1113	43
5	0	1482	15	0	271	25	0	0	1482	1113	44
6	0	1482	16	0	271	26	0	0	1482	1113	45
7	0	1482	17	0	592	27	0	0	1482	1113	46
8	0	1482	18	0	592	28	0	0	1482	1113	47
9	0	1482	19	0	592	29	0	0	1482	1113	48
10	0	1482	20	0	592	30	0	0	1482	1113	49
TOTAL	0	1482	20	0	592	30	0	0	1482	1113	50
BLOCK	CURRENT	TOTAL	BLCK	BLOCK	CURRENT	TOTAL	BLCK	BLOCK	CURRENT	TOTAL	BLCK
51	0	100	61	0	100	61	0	0	100	100	0
52	0	100	62	0	100	62	0	0	100	100	0
53	0	100	63	0	100	63	0	0	100	100	0
54	0	100	64	0	100	64	0	0	100	100	0
55	0	100	65	0	100	65	0	0	100	100	0
56	0	100	66	0	100	66	0	0	100	100	0
57	0	100	67	0	100	67	0	0	100	100	0
58	0	100	68	0	100	68	0	0	100	100	0
59	0	100	69	0	100	69	0	0	100	100	0
60	0	100	70	0	100	70	0	0	100	100	0

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRANS	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.
ICHA	.043	619	1764.579		
ICPR	.018	271	1739.800		
ICHC	.125	592	5338.824		
PCUT	.312	1482	5305.988	16	
CHYT	.702	100	17707.750		
GHEE	.453	64	178468.750	21	
CPCC	.652	101	17277.187		
CHAA	.711	103	17401.812		

CONTENTS OF FULLWORD				SAVEVALUES (NON-ZERO)			
SAVEVALUE				VALUE			
NR.	NR.	NR.	NR.	NR.	NR.	NR.	NR.
1	3600000						
1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1
10	1113	1113	1113	1113	1113	1113	1113
1	GENERATE	28325	28325	1	1	1	1
1	START						

32400000 ABSOLUTE CLOCK 32400000									
RELATIVE CLOCK	32400000	ABSOLUTE CLOCK	32400000	TOTAL	BLCK	CURRENT	TOTAL	BLCK	CURRENT
BLCK	1745	11	738	21	699	0	1595	41	0
BLCK	1745	12	308	22	1745	0	1435	42	0
BLCK	1745	13	308	23	1745	0	1314	43	0
BLCK	1745	14	308	24	1745	0	1314	44	0
BLCK	1745	15	308	25	1745	0	1117	45	0
BLCK	1745	16	308	26	1745	0	1117	46	0
BLCK	1745	17	699	27	1745	0	1117	47	0
BLCK	1745	18	699	28	1745	0	1117	48	0
BLCK	1745	19	699	29	1745	0	1117	49	0
BLCK	1745	20	699	30	1627	0	117	50	0
TOTAL	115	01	TOTAL	4	TOTAL	TOTAL	TOTAL	BLCK	CURRENT
51	115	01	115	01	115	01	115	01	01
52	121	01	121	01	121	01	121	01	01
53	121	01	121	01	121	01	121	01	01
54	121	01	121	01	121	01	121	01	01
55	121	01	121	01	121	01	121	01	01
56	121	01	121	01	121	01	121	01	01
57	121	01	121	01	121	01	121	01	01
58	121	01	121	01	121	01	121	01	01
59	121	01	121	01	121	01	121	01	01
60	121	01	121	01	121	01	121	01	01

SEIZING. NO. TRANS. NO.

AVERAGE TIME/TRANS

NUMBER ENTRIES

UTILIZATION

FACILITY

CONTENTS IF FULL-LENGTH SAVED VALUES (NIN-760) VALUE NR. VALUE NR. VALUE NR. VALUE NR. VALUE NR. VALUE NR.

CLUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROES	AVERAGE TIME/TRANS	\$AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	27	30	100.0	1.223	542.500		
2	1	.000	807	635	99.5	3.719	255.000		
3	1	.000	725	722	99.0	3.669	310.000		
4	1	.000	101	100	100.0	.000	.000		
5	1	.000	2	2	100.0	.000	.000		
6	4	.009	117	38	32.4	223903.500	331604.000		
7	4	.193	77	49	63.6	1562.500	224255.500		
8	4	.509	112	42	36.5	143599.062	226211.587		
9	4	1.003	121	30	24.7	240071.250	385701.812		
10	1314	754.792	1114	30	24.7	8610336.500	8610336.500		
1	1	1	1	1	1	1	1	1314	1314

RELATIVE CLOCK	ABSOLUTE CLOCK
4320000	4320000

[illegible][illegible]

CENTENTS OF FULL WCD					
	NR.	VALUE	NR.	VALUE	NR.
SAVEVALUES (NON-ZERO)					
SAVEVALU	NR.	VALUE	NR.	VALUE	NR.
1	36CCCCC				

CUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	37	37	100.0	.000	.000		1
2	1	.000	1033	1031	99.8	1.050	542.500		1524
3	1	.000	839	836	99.6	3.214	895.000		
4	1	.000	118	117	99.1	2.627	310.000		
5	1	.000	2	2	100.0	.000	.000		
6	4	.609	130	49	37.6	20207.000	323171.812		
7	4	.152	33	62	66.3	70046.000	211538.000		
8	7	.409	142	60	42.2	124885.750	215915.187		
9	7	.821	140	44	31.4	25384.687	365605.187		
10	1524	921.368	1524	EXCLUDING ZERO ENTRIES	0	6117552.000	6117552.000		
1	AVERAGE TIME/TRANS = 25762								
	GENERATE START								

RELATIVE CLOCKS		46800000		ABSOLUTE CLOCK		468000000	
BLOCK COUNTS		TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
1	0	2149	11	900	21	868	31
2	0	2149	12	381	22	2149	32
3	0						
4	0	2149	14	381	24	2149	34
5	0	1245	15	381	25	2149	35
6	0	868	16	381	26	2149	36
7	0	900	17	868	27	2149	37
8	0	900	18	868	28	2149	38
9	0	900	19	868	29	2149	39
10	0	900	20	868	30	2008	40
BLOCK CURRENT		TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
51	0	152	61	13			
52	0	152					
53	0	151					
54	0	151					
55	0	151					
56	0	151					
57	0	151					
58	0	151					
59	0	153					
60	0	153					

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS. NG.	PREEMPTING TRANS. NO.
ICHA	.033	900	1759.755		
ICPB	.014	321	1725.805		
ICPC	.058	868	5293.472		
PCUT	.242	2149	5277.695		
CFTT	.522	141	173361.000		
CHEE	.346	94	173574.437	6	
CFCC	.563	153	172375.000		
CFAA	.503	151	174647.537		

CONTENTS (F FULL-CRU SAV) VALUES (NON-ZERO)		NR.	VALUE	NR.	VALUE	NR.	VALUE
SAVEVALUE	NR.	1	3600000				
CLEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	TABLE NUMBER
1	1	.000	37	37	100.0	.000	
2	1	.000	1093	1091	99.8	.592	
3	1	.000	890	647	99.9	3.030	
4	1	.000	127	126	99.2	2.440	
5	1	.000	141	52	100.0	.000	
6	6	.507	141	52	39.7	188330.187	
7	4	.160	94	63	67.0	169394.437	
8	4	.162	123	63	45.0	211538.000	
9	7	.731	151	50	33.1	116979.500	
10	1410	470.997	1610	50	33.1	242172.937	
1	1	22775	22775	8224304.000	8224304.000		1010

RELATIVE CLOCK				5400000 ABSOLUTE CLOCK				54000000			
BLOCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL
1	0	2462	11	0	1027	21	0	987	31	0	2195
2	0	2462	12	0	446	22	0	2462	32	0	2018
3	0	2462	13	0	446	23	0	2462	33	0	1850
4	0	2462	14	0	446	24	0	2462	34	0	1950
5	0	1433	15	0	446	25	0	2462	35	1	161
6	0	327	16	0	474	26	0	2462	36	0	161
7	0	1027	17	0	987	27	0	2462	37	0	161
8	0	1027	18	0	987	28	0	2462	38	0	161
9	0	1027	19	0	987	29	0	2462	39	0	161
10	0	1027	20	0	987	30	0	2301	40	0	161
BLCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL	BLCK	CURRENT	TOTAL
51	0	177	61	0	15						
52	0	177									
53	0	168									
54	0	168									
55	0	168									
56	0	168									
57	0	168									
58	0	168									
59	0	611									
60	0	15									

FACILITY	UTILIZATION	NUMBER	AVERAGE	SEIZING	PREEMPTING
		ENTRIES	TIME/TRANS	TRANS. NO.	TRANS. NO.
ICHA	0.3	1027	1755.297		
ICHC	0.14	948	1124.091		
ICUT	0.46	987	5291.992		
PCUT	0.42	2462	5273.427		
CFEP	0.513	161	174369.137	6	
CFCC	0.343	106	176231.562		
CFAS	0.264	177	172101.375		
	0.535	168	173440.000		

CONTENTS OF FULLWORD SAVEVALUES (NR=2LR=1)				NR. VALUE				NR. VALUE			
SAVEVALUE	NR.	VALUE	NR.	VALUE	NR.	VALUE	NR.	VALUE	NR.	VALUE	NR.
1	300000										

QUEUE	MAXIMUM	AVERAGE	TOTAL	ZERO	PERCENT	AVERAGE	SAVERAGE
	CONTENTS	CONTENTS	ENTRIES	ENTRIES	ZERO	TIME/TRANS	TIME/TRANS
1	1	0.00	42	42	100.0	.000	.000
2	1	0.00	1248	1248	99.0	.865	542.500
3	1	0.00	1027	1020	99.7	2.636	855.000
4	1	0.00	145	144	99.3	2.137	310.000
5	1	0.00	4	4	100.0	.000	.000
6	6	0.00	161	98	62.2	163752.625	293872.875
7	4	0.129	106	72	67.9	65573.187	205696.750
8	4	0.377	177	79	44.6	115173.062	208010.625
9	7	0.592	168	60	35.7	222717.062	346448.875
10	1850	1074.192	1650	60	35.7	1256048.000	1296048.000
SAVEWGL	TIME/TRANS	AVERAGE	TIME/TRANS	EXCLUDING ZERO	ENTRIES		
1	16287						1850
START	1						

RELATIVE CLOCK			5760000 ABSOLUTE CLOCK			57600000		
BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL
1	0	2683	11	0	1113	21	0	1072
2	0	2683	12	0	494	22	0	2682
3	0	2683	13	0	494	23	0	2682
4	0	2683	14	0	494	24	0	2682
5	0	2683	15	0	494	25	0	2682
6	0	2683	16	0	494	26	0	2682
7	0	1072	17	0	1072	27	0	2682
8	0	1113	18	0	1072	28	0	2682
9	0	1113	19	0	1072	29	0	2682
10	0	1113	20	0	1072	30	0	2682
51	0	192	BLOCK CURRENT			BLOCK CURRENT		
52	0	192	TOTAL			TOTAL		
53	0	182	BLOCK CURRENT			BLOCK CURRENT		
54	0	182	TOTAL			TOTAL		
55	0	182	BLOCK CURRENT			BLOCK CURRENT		
56	0	182	TOTAL			TOTAL		
57	0	181	BLOCK CURRENT			BLOCK CURRENT		
58	0	181	TOTAL			TOTAL		
59	0	665	BLOCK CURRENT			BLOCK CURRENT		
60	0	16	TOTAL			TOTAL		

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING. TRANS. NO.	PREEMPTING TRANS. NO.
ICHA	.033	1113	1755.299	6	
ICHB	.014	1494	1727.376		
ICHC	.048	1076	5267.210		
ICUT	.245	2682	5263.300		
CHTT	.330	176	173534.875	8	
CHCL	.352	119	175360.000		
CHCC	.576	193	171993.500		
CHAA	.551	162	174463.312	7	

CONTENTS OF FULLWORD			SAVEVALUES (NEW-ZERO)			VALUE			NR.			VALUE			NR.			VALUE		
SAVEVALUE	NR.	1	VALUE	NR.	1	VALUE	NR.	1	VALUE	NR.	1	VALUE	NR.	1	VALUE	NR.	1	VALUE	NR.	1

GLEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	SAVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	42	42	100.0	.000	.000		
2	1	.000	1352	1350	99.8	.802	542.500		
3	1	.000	1127	1124	99.7	2.343	855.000		
4	1	.000	155	154	99.3	2.000	310.000		
5	1	.000	16	6	100.0	.000	.000		
6	6	.524	176	75	42.6	172225.250	300115.312		
7	4	.127	110	74	67.2	63292.453	193208.500		
8	4	.381	193	85	44.0	113704.125	203200.625		
9	7	.636	132	65	35.7	21793.875	349105.375		
10	2015	1125.829	2015	0	0	2182400.000	2182400.000		2015
1	1	1125.829	17637	0	0	2182400.000	2182400.000		

RELATIVE CLOCK				72CC0000				72U00000			
BLOCK COUNTERS				ABSOLUTE CLOCK							
BLOCK	CURRENT	TOTAL	ELCK	BLOCK	CURRENT	TOTAL	ELCK	BLOCK	CURRENT	TOTAL	ELCK
1	0	3681	41	11	0	1550	21	1477	0	1477	3281
2	0	3681	42	12	0	624	22	3681	0	3681	3006
3	0	3681	43	13	0	624	23	3681	0	3681	2748
4	0	3681	44	14	0	624	24	3681	0	3681	2
5	0	3681	45	15	0	624	25	3681	0	3681	234
6	0	3681	46	16	0	624	26	3681	0	3681	234
7	0	3681	47	17	0	1477	27	3681	0	3681	234
8	0	1550	48	18	0	1477	28	3681	0	3681	234
9	0	1550	49	19	0	1477	29	3681	0	3681	234
10	0	1550	50	20	0	1477	30	3681	0	3681	234
TOTAL	0	20	TOTAL	61	0	20	TOTAL	40	0	3447	TOTAL
51	0	206	51	61	0	20	51	40	0	3447	51
52	0	206	52	62	0	20	52	40	0	3447	52
53	0	253	53	63	0	253	53	40	0	3447	53
54	0	253	54	64	0	253	54	40	0	3447	54
55	0	253	55	65	0	253	55	40	0	3447	55
56	0	253	56	66	0	253	56	40	0	3447	56
57	0	253	57	67	0	253	57	40	0	3447	57
58	0	253	58	68	0	253	58	40	0	3447	58
59	0	253	59	69	0	253	59	40	0	3447	59
60	0	253	60	70	0	253	60	40	0	3447	60

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRANS	SEIZING NO. TRANS.	PREEMPTING TRANS. NO.
ICHA	.037	1520	1750.197		
ICHA	.015	654	1738.775		
ICHA	.018	1477	5269.496		
PCUT	.265	3681	5262.777	2	
CHTT	.563	234	173304.312	15	
CHTT	.401	166	174330.000	13	
CHTT	.642	267	173230.500		
CHTT	.622	255	175749.500		

CONTENTS OF FULL-WORD SAVED VALUES (NON-ZERO) VALUE

NP. VALUE

NP. VALUE

QUEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	SAVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	52	52	100.0	.000	527.000		
2	1	.000	1843	1843	99.8	2.936	726.833		
3	1	.000	1554	1554	99.6	2.718	257.500		
4	1	.000	219	219	99.0	2.199	257.500		
5	1	.000	7	7	100.0	.000	274472.875		
6	6	.541	234	92	39.3	166560.437	152766.125		
7	4	.179	169	99	59.6	77803.187	152766.125		
8	12	1.347	273	95	34.5	32857.250	539087.562		
9	11	1.278	253	71	27.5	356806.187	452388.500		
10	2748	1374.036	2748	71	.0	6000944.000	6000944.000		
SAVEPAC	TIME/TRANS = 14405								
GLNCRATE	START								
1									2748

RELATIVE CLOCK				ABSOLUTE CLOCK				82800000			
BLOCK	CURRENT	TOTAL	BLCK CURRENT	BLOCK	CURRENT	TOTAL	BLCK CURRENT	BLOCK	CURRENT	TOTAL	BLCK CURRENT
1	0	4310	0	11	0	1910	0	21	0	1806	0
2	0	4310	0	12	0	1794	0	22	0	4310	0
3	0	4310	0	13	0	794	0	23	0	4310	0
4	0	4310	0	14	0	794	0	24	0	4310	0
5	0	4310	0	15	0	794	0	25	0	4310	0
6	0	2000	0	16	0	794	0	26	0	4310	0
7	0	1910	0	17	0	1806	0	27	0	4310	0
8	0	1910	0	18	0	1806	0	28	0	4310	0
9	0	1910	0	19	0	1806	0	29	0	4310	0
10	0	1910	0	20	0	1806	0	30	0	4310	0
TOTAL				TOTAL				TOTAL			
51	0	327	0	61	0	23	0	TOTAL			
52	0	327	0	TOTAL				TOTAL			
53	10	318	0	TOTAL				TOTAL			
54	0	308	0	TOTAL				TOTAL			
55	0	308	0	TOTAL				TOTAL			
56	0	308	0	TOTAL				TOTAL			
57	0	307	0	TOTAL				TOTAL			
58	0	1131	0	TOTAL				TOTAL			
59	0	2	0	TOTAL				TOTAL			
60	0	2	0	TOTAL				TOTAL			

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRANS	SEIZING TRANS. NO.	PREEMPTING TRANS. NO.
ICHA	.046	1910	1750.150		
ICHP	.016	794	1743.396		
ICHC	.114	1806	5270.300		
PCUT	.286	4310	5266.843	14	
CHYT	.603	286	17399.2250	20	
CHPE	.447	212	17484.000	30	
CHCC	.685	328	173940.250	27	
CHAA	.654	308	176011.625		

CONTENTS OF FULLWCP	SAVEVALUES (NR, NR)	VALUE	NR	VALUE	NR	VALUE
1	3600000					

CLQUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	AVERAGE \$/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	227	227	100.0	1.000	0.000		
2	1	.000	1645	1931	99.2	4.778	575.626		
3	1	.000	271	263	98.8	6.125	661.728		
4	1	.000	263	8	100.0	.000	553.333		
5	8	.075	263	100	34.7	240678.937	368695.937	2	
6	5	.275	212	112	52.8	107482.312	227862.500		
7	14	2.513	342	95	27.7	608559.312	842626.675	14	
8	11	1.510	318	78	24.5	353210.562	521004.187	10	
9	3349	1541.443	3349	78	.0	9358832.000	9358832.000	3349	
10	12642								
AVERAGE TIME/TRANS = AVERAGE									
GENERATE 12642									
START									

RELATIVE CLOCK				ABSOLUTE CLOCK				66400000			
BLOCK COUNTS	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
1	0	4794	0	2023	21	846	0	1925	31	4260	41
2	0	4794	0	846	22	846	0	1925	32	3894	42
3	0	4794	0	846	23	846	0	4794	33	3557	43
4	0	4794	0	846	24	846	0	4794	34	3557	44
5	0	4794	0	846	25	846	0	4794	35	304	45
6	0	4794	0	846	26	846	0	4794	36	304	46
7	0	4794	0	1925	27	1925	0	4794	37	301	47
8	0	4794	0	1925	28	1925	0	4794	38	301	48
9	0	4794	0	1925	29	1925	0	4794	39	300	49
10	0	4794	0	1925	30	1925	0	4490	40	300	50
BLOCK CURRENT		TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT	TOTAL	BLOCK CURRENT
51	0	349	61	24							
52	0	349									
53	13	341									
54	0	328									
55	0	329									
56	1	327									
57	0	327									
58	0	1202									
59	0										
60	0										

FACILITY	UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRANS	SEIZING TRANS. NR.	PREEMPTING TRANS. NR.
ICHA	.041	2023	1751.909		
ICHB	.017	846	1752.796		
ICHC	.017	1925	5275.539		
ICUT	.202	4794	5275.484		
CPET	.003	501	17379.187	33	
CPFE	.462	228	17315.625	29	
CHCC	.701	349	17379.500	23	
CHAA	.669	328	170255.187	5	

CONTENTS OF FULLWORD	SAVEVALUE NR.	SAVEVALUE	NR.	VALUE	NR.	VALUE
36CC00C						

CUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	\$AVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
1	1	.000	67	02	100.0	.000	.000		
2	1	.000	2372	2364	99.6	1.706	506.125		
3	1	.000	2069	2050	99.2	5.169	667.562		
4	1	.000	235	282	58.0	5.824	553.333		
5	1	.000	39	7	100.0	.000	.000		
6	8	.345	304	104	34.2	24032.250	365290.125		3
7	5	.330	230	115	50.0	124073.187	248146.175		2
8	10	2.962	302	95	26.2	767038.937	558607.147		13
9	15	1.401	341	78	22.8	450459.562	635785.812		13
10	3557	1067.401	3557	78	22.8	551472.000	551488.000		3557
\$AVERAGE TIME/TRANS = AVERAGE									
EXCLUDING ZERO ENTRIES									
END									

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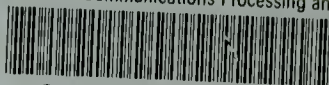
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